

Experience

Volvo Cars – UX Designer

Stockholm, Sweden / January 2024 – Present

Working as UX Designer on Volvo Cars System team. Owning design system guidelines such as, RTL languages, Driver Distractions, and Accessibility. Designing for the digital screens within cars.

Spotify – Product Designer II

Stockholm, Sweden / March 2021 – October 2023

Expanded my role as product design lead for a new team, focusing on collaboration and communication in Soundtrap, launching features such as commenting. Collaborating with engineering, insights, data and product management.

Spotify – Junior Product Designer

Stockholm, Sweden / October 2019 – March 2021

Focused on creating and maintaining design systems, specializing in accessibility. Led an initiative for WCAG 2.0 compliance to meet U.S. school and district requirements. Collaborated with multi disciplinary product teams, company leaders, Fable Tech Labs, and The Paciello Group.

Spotify – Product Design Intern

Stockholm, Sweden / June – October 2019

Worked on the launch of Spotify's new design system Encore, primarily designing for the Encore website. Examples of work: improving the functional colors, creating an information architecture (IA), and designing layout guidelines for content pages.

Massive Entertainment – UX Designer

Stockholm, Sweden / January – June 2019

Worked iteratively to improve Uplay, a digital game distribution platform. Delivered user research, sketches, wireframes, and a final prototype. Collaborated with Massive Entertainment on a bachelor's thesis about sustainability for gamers.

Education

IDEOU

Remote / 2021

Leadership Course – Cultivating Creative Collaboration

TPGi

Remote / January – February 2021

Accessibility Training – Design, Engineering, & Content

Halmstad University

Halmstad, Sweden / 2016 – 2019

Bachelor's Degree in Informatics – Digital Design & Innovation

Extended

IXDA Awards – Graphic Designer

Remote / 2020 – 2021

Designed the brand and graphics for the awards conference 2021.

Skills

Design

User Experience (UX) Design
User Interface (UI) Design
Design Systems
Accessibility
Graphic Design

Tools

Figma
Sketch
Principle
Protopie
Adobe CC