

# EMIL GULDAGER

## Interaction Designer

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## FAVORITES

- Participatory Design
- Prototyping
- Wireframing
- Usability Testing
- Storyboarding
- User Journeys
- Future User Scenarios
- Workshop Facilitation
- Mock-ups
- User Testing
- Field Studies
- User Personas

## TOOLS

- Arduino
- XD
- Figma
- Photoshop
- Illustrator
- InDesign
- After Effects
- Premiere Pro
- Audition
- Sketch
  
- HTML
- CSS
- JavaScript
- Xcode
- SwiftUI
- Java
- C
- C++
- Processing

## EXPERIENCE

### **EGGS Design** - *Internship*

January 2021 - Current

As an Interaction Design Intern, I helped realize various projects and craft new products for different clients. I was involved throughout the projects, but my main role was within the digital design and UX-heavy aspects. EGGS Design is an independent innovation consultancy based in Trondheim, Norway.

### **The LEGO Group** - *Internship*

August 2020 - January 2021

Internship as an Interactive Play Designer at the LEGO Group in the Creative Play Lab department, involved with developing and testing new innovative concepts.

### **Lumen** - *In collaboration with FlexShape*

February 2019 - May 2019

Worked on building an integrated modular lamp system that provides real-time information about the current CO2-impact of the use of electricity to help a self-defined community to consume sustainable electricity. From research and ideation to conducting a field study of the proposed concept.

### **Tempus** - *Project*

September 2018 - January 2019

Worked on building an interactive physical time managing tool to help streamline meetings. Throughout the process I ensured involvement and co-creation with different users, After having analyzed their pain points, we proposed multiple concepts and user tested them with prototypes of different fidelity levels.

### **Agenda** - *Creative Director*

February 2018 - July 2019

In charge of the layout, communication design and digital concept development of the official student magazine of Aalborg University, which was printed in an edition of up to 20.000.

### **Holdlederen** - *Project*

February 2018 - June 2018

Designed and constructed a desktop application that would serve as a help for organising a football team. Based on requirements gathered from user interviews, we developed a fully functional prototype from scratch. Java for programming language, JavaFX for application framework and SQLite for database.

## EDUCATION

### **Umeå Institute of Design, Sweden**

*Master of Fine Arts - MFA, Interaction Design*

2019 - Current

Expected Graduation June 2022

### **Aalborg University, Denmark**

*Bachelor of Science - BS, Interaction Design*

2016 - 2019