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JUNIOR UX/UI DESIGNER

WORK EXPERIENCE

MONOGRAM ART INVENTORY

2025/09 - ongoing

KEYWORDS: UX/UI design, figma, app development, github, agile

Monogram is an inventory service for art collectors, which will be launched in the spring of 2026. Monogram includes social feed, display of artworks, marketplace, payment flows, and a social network. The work included:

- UX work and new UI design for the entire service
- developing a complete Figma with component library
- customer demos and iterations
- handover to developers
- testing and bug management

I collaborated closely with the lead designer throughout all phases of the process, contributing to a cohesive and efficient workflow. The team operated in a fast-paced, agile environment, working in structured sprints to continuously deliver and refine results.
<https://mgram.io/>

Ongoing phase 2 of monogram:

Right now we are developing Monogram for business see presentation about the planning work we did:

<https://pitch.com/v/presentation-designing-monogram-for-business-59mi9i>

JØLSTAD FUNERAL HOME

2025/09 - 2026/08

KEYWORDS: UX/UI design, figma, design systems, checkout, e-com

The assignment involved implementing Nuvinnos' Minnessidor service for the Norwegian funeral home Jølstad. Together with the lead designer, I finalized the design prior to technical implementation, including adjustments based on Jølstad's needs and further UX/UI development. Launch: May 2026.

The work included:

- Designing new pages
- Building a local component library
- Building prototypes
- Designing two purchase flows (flower delivery and memorial gifts)
- Creating a event registration flow
- Visually adapting the service based on Jølstad's design system

During the testing phase, I acted as the design team's representative in operational work and in communication with the client and development team, ensuring clear communication and alignment. The client showed strong confidence in my work and has entrusted me, together with the lead designer, with designing additional services, including a customer portal.

TIMEY

2025/09 - ongoing

KEYWORDS: UX/UI design, Figma, design, Lovable

Both during my internship and after, I worked with iteration on the product.

- I did a design audit of the whole service, collected the insights and delivered iteration suggestions based on the results.
- Images for Google Play
- Updates in Lovable

<https://timey.se/>

SKINMEDIC

2025/08 - 2025/09

KEYWORDS: UX/UI design, UX copy, Lovable

In this project for Skinmedic I worked in Lovable:

- Features improvements
- Copy updates and improvements

EDUCATION/INTERNSHIPS

UX-INTERNSHIP ZERO8

2024/02- 2024/05

KEYWORDS: UX/UI design, user testing, design systems, whitelabel design

My second and final internship was at a consulting company in Stockholm. The lead designer at the company was my supervisor, and we worked closely together. I was able to jump straight into real projects and work hands-on with setting up design systems, component libraries, sketching new designs, conducting user tests, and iterating on the designs based on the results. We worked with a company called Nuvinno on the assignment of creating a white-label product (which I was also involved in implementing, see project: Jølstad Funeral Home, p.1). After completing my internship and thesis project, I was also offered a position at zero8.

UX-INTERNSHIP ACADEMEDIA

2024/04- 2024/05

KEYWORDS: UX/UI desing, figma, user testing, agile

During my first internship in the UX program, I was at AcadeMedia. There, I was introduced to working in cross-functional teams and using agile methodologies. I had the opportunity to explore Figma extensively and dive deep into different types of user testing, both digital and in-person. I also reviewed testing environments and handed over improvements and action points to developers.

EDUCATION

- AI Productivity Bootcamp - Technigo
2026 - ongoing
- UX design - Nackademin
2023 - 2025
- Preschool teacher - Södertörns högskola
2018-2021