

# VIKTOR ANDERSSON

User Experience Designer

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www.originalviktor.com

## WORK EXPERIENCE

### **BetChill AB - Stockholm, 2021**

UI, Concept creator, Customer communications, UX, Prototyping - Low/high/mid fidelity.

Created a UI-concept for a mobile betting platform with user-centered design. Wireframed, prototyped and conducted user testing for the right design decisions during the iterations.

### **Dreams AB - Stockholm, 2021**

UX-Designer, User researcher, Recruiter, Prototyper, User tester, Customer Communication.

My team and I worked for an mobile financial well-being application. Our task was to make the platform more personal, to help the company to understand their users and to develop growth related features which increases the revenue. My main responsibilities was to conduct qualitative user research, conduct expert interviews, prototype, recruit and also writing the report.

### **World Beyond Wars - Stockholm, 2021**

Game lead designer, Concept creator, User tester, Prototyper, Illustrative design artist, Researcher.

Designed a fully functional boardgame for the organization World Beyond Wars. The game is both playable on the Steam platform and as a print-and-play version. It got amazing feedback from the organization and will now be used in Irish schools for educational purpose during various modules about human rights and refugees. Alongside many other contributors, our game got highlighted.

### **WatchItGolf - Stockholm, 2020**

UX-Designer, User researcher, User tester, recruiter, prototyper.

Worked in a team alongside other UX-designers towards developing a user-centric design concept with gamification features towards an existing application, which would enhance the real life golf experience. My main responsibilities was to identify what could be done using tools as qualitative user research, expert interviews and research. Had also responsibilities such as recruitment, prototyping and user testing.

### **Haninge- and Spånga-Kista parish - Stockholm, 2015-2020**

Operation manager, Team-builder, Leisure Educator, Youth educator, Camp manager, Leader.

I have worked for two congregations in the past 5 years where I have been building groups, creating groups, arranging several events, leading abroad and inbroad trips, led workshops, operational administration, planning and budgeting.

## SKILLS

### Methods

- UX-Design
- UI-Design
- User research & User testing
- Prototyping
- Game Design
- Gamification
- Wireframing

### Tools

- Figma
- Adobe XD
- Adobe Illustrator
- Spark AR
- Cinema4D

## EDUCATION

Changemaker Educations AB  
Stockholm, 2020 - PRESENT  
*UX-design, Game thinking,  
Business development.*

Church Of Sweden  
Stockholm, 2010-2011  
*Leadership Education.*

## INTERESTS

- Gaming
- Climbing/Kayaking
- Travel
- Research
- Autodidacticism

## COMMITMENTS

Student representative of  
Changemaker Educations  
management team.

Suppleant for the  
well-being council of  
Changemaker Educations.