



# Mads Emmertsen

Cand.IT Digital Design

Risskov, Denmark

## Contact

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[Linkedin](#)

## Portfolio

[www.madsemmertsen.dk](http://www.madsemmertsen.dk)

## Skills

Design Thinking

Qualitative Research

User testing

Wireframing

Prototyping

Visual Communication

HTML

CSS

## Software



XD



Photoshop



Illustrator



figma

## Profile

UX Design enthusiast with a versatile toolkit. I bring my analytical mindset and creative competencies in to play in everything I do. I've got experience with UX-research and UX/UI Design. Gathering insights into user needs and designing prototypes to test our ideas is core to my work process. I love ideating design, sketching them on paper or building them in figma. Being a part of a team with a common goal motivates me towards doing better and pushing myself.

## Work Experience

### **2022 UX & UI Designer, Internship, Rheasoft**

#### Tasks

- UX/UI Design for the CS-Aware platform
- Wireframing
- High fidelity prototyping in figma
- Identifying and organising the teams tasks

### **2022 Internship, Vilh. Nellesmann Handelsselskab A/S**

#### Tasks

- UX/UI Design
- High fidelity prototyping
- User flows
- Building website pages in Umbraco and HTML and CSS

### **2022 Case Participant, Lead the Talent, Property Advice**

#### Tasks

- Competitor Audit
- Customer-research: Interviews
- Design of website

### **2021 SEO Specialist, Internship, Fauna**

#### Tasks

- User friendliness analysis of fauna's website
- Created two sitemaps of fauna's website

## **2019 Internship, Institute for Public Health**

### Tasks

- Planning and facilitating workshops and a conference
- Design and testing of a prototype for a digital learning material

## **2019 Student position, Medtech Innovation Consortium**

## **Education**

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### **2018-2020 Master's Degree in Digital Design, Aarhus Universitet**

#### Competencies:

- Application of softwares for prototyping of UI and interaction design
- Planning and implementation of digital solutions
- UX Research methodology
- Broad knowledge of the interplay between people and digital media

### **2015-2018 Bachelor's Degree in Aesthetics & Culture, Aarhus Universitet**

#### Competencies:

- Communication
- Coordination and planning
- Project management

## **Courses**

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**2022 Create High-Fidelity Designs and Prototypes in Figma, *Coursera***

**2022 Conduct UX Research and Test Early Concepts, *Coursera***

**2022 Build Wireframes and Low-Fidelity Prototypes**

**2022 Foundations of User Experience (UX) Design**

**2022 Start the UX Design Process: Empathize, Define, and Ideate**

## **Volunteer work**

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**2017-2019 Assistent, Artist, Ulla Diedrichsen**

**2016 Exhibition Assistent, Artist Group Piscine**

**2013-2015 Stagehand, Skanderborg Festivalklub**