David Skødt —
User Experience Designer

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WORK EXPERIENCE

BotSupply / Conversational Designer
MAR 2018 - present, Copenhagen

• Working with state-of-the-art AI technology experts to teach machines to speak human

• Responsible for co-creation of chatbot concept with stakeholders, information architecture and UX writing

Designit / UX Designer
SEP 2018 - FEB 2019, Aarhus

• Partook in facilitating design workshops for clients to shape their products and services

• Iteratively designed wireframes to meet stakeholder requirements

• Led and partook in internal projects, ranging from implementing wordpress sites to knowledge sharing initiatives

Arura / Freelance UX Designer
DEC 2017 - MAY 2018, Aalborg

• Worked with augmented reality startup to help them test their AR prototype with their end users

• Turned risky assumptions into hypotheses, then tested these hypotheses

• Connected team with actual users through user journeys, personas and more based on ethnographic research and short field interviews

• Co-designed interaction with a no-interface prototype

OTHER EXPERIENCE

UX & Chill meetup / Co-founder
OKT 2018 - present, Aarhus

• Monthly professional meetup for UX designers, students and people transitioning into the field of UX

ABOUT ME

As a User Experience Designer, I care deeply about the work that I do. I thoroughly enjoy the process of understanding user needs and converting that knowledge into solutions that are empowering and easy to use. I believe that an iterative process with frequent and clear communication with stake-holders and end users will always lead to the best solutions.

CORE STRENGTHS

Rapid prototyping
I thoroughly enjoy putting wireframes together in a fast and iterative manner, so that both stakeholders and end users have a say in the design process as early as possible.

User research and testing
I am undeniably a very curious person, and it shows. I ask a lot of questions and I am quick at identifying risky assumptions and figuring out how to test them.

Motivated self-development
I am self-teaching. I enjoy learning new methods and tools, and I am always in the process of learning something new about UX, in- and outside of the workplace.

EDUCATION

Self-taught UX Curriculum
JAN 2017 - DEC 2017

Through self-imposed projects, online courses, books, articles etc. I built upon my educational background to reach a level of expertise where I was comfortable with calling myself a UX Designer. I spent thousands of hours studying to make up for a more traditional background.

M. Sc. in Medialogy with a Specialization in Interaction
AUG 2010 - JUL 2015, Aalborg University

Multidisciplinary education with courses ranging from programming and statistics to user experience design and research. During my studies, I co-authored two published articles and travelled to Los Angeles to present one publication on behalf of my study group.

SKILLS

Design	Tools	Coding	Languages
Wireframing	Sketch	HTML + CSS	Danish (Fluent)
Prototyping	Invision	Javascript	English (Fluent)
Storyboarding	Figma	C#	German (Fair)
User flows	Axure	R	Spanish (Beginner)
Empathy mapping	Illustrator		
User testing	Photoshop		
Research	Google Analytics		
	Full office suite		

HOBBIES AND INTERESTS

In the summer of 2015, I headed out on an epic journey: the Appalachian Trail. For about ~2.900 kilometers over a period of six months, I hiked a trail that crosses 14 state lines on the east coast of the US. While arduous, the trip was a great experience and it provided plenty of learning experiences. I had to plan the entire ordeal, which was a great logistical task, but most of the trails' teachings were spiritual and deeply personal.

In general, I am a very optimistic individual who loves people, animals, the outdoors, good food (both cooking and eating) and rock climbing. I'm an avid reader of fantasy and science fiction, and on thursdays, I play dungeons & dragons.