

David Lind

UX Designer

- UX lead
- Service designer
- Process designer
- Product designer
- UI designer
- UX researcher
- Domain knowledge
- User centered design
- Prototyping/Wireframes
- Visual design
- Impact mapping
- In-depth interviews
- Target groups / Personas
- Workshops
- User flows
- User stories/mapping
- Usability test
- Information architecture
- Accessibility
- Figma, Sketch, Adobe XD, Balsamiq

Product Manager

- Product Manager
- Product Owner
- Product Owner team manager
- Application management lead
- Strategic decision making
- Domain knowledge
- Coordinate business experts
- Requirements Manager
- Strategy
- Priority
- Roadmap
- Jira / Confluence administrator
- Azure DevOps

Agile leader

- Scrum Master
- Process facilitator
- Application management lead
- Agile processes designer
- Feature teams leader
- Coordinator
- Collaboration
- Scrum
- Kanban

"I bridge the gap between the user, the development team, and key business stakeholders."

Experience

UX Designer, Product Manager, Agile leader

Lind design 2022 - now, Leiden, The Netherlands

Various projects and assignments in The Netherlands, Sweden and remote in Europe.

UX/UI Designer / UI developer / Product Manager/Owner

The Public Health Agency of Sweden 2018 - 2021, Stockholm, Sweden

The project that I am working on is making a new version of a system from scratch that maps and prevents the spread of communicable diseases in the population. It is very complex and has many stakeholders: local health care units, laboratories, regional infection control units and The Public Health Agency of Sweden.

UX/UI Designer, UI developer

Stockholm University 2013 - 2017, Stockholm, Sweden

I worked at the IT department. I was a part of three major pre-studies with Impact Mapping with many in-depth interviews, target group analysis, scenarios and user story mapping. I was lead UI developer on a big project that is used by 7 universities and all of Stockholm's municipalities. For the external webb I worked as application management lead and product owner.

UX/UI Designer

ValueBlue 2022, Utrecht, The Netherlands

Developed the Enterprise Architecture SaaS tool for Agile Business, BlueDolphin, during a time of rapid expansion and reorganisation. I was part of three scrum teams and a new UX team. Designing new processes for the UX and PO/PM team. Planning long term and short term research processes. Moved from Sketch to Figma, working with a lo-fi library and planned for and started a new design system.

UX/UI Designer, UI Developer, Agile leader

Bouvet Sweden 2017 - 2022, Stockholm, Sweden

Consultant as/on: UX/UI design, Product/Requirements Manager/Owner, Product/process designer/facilitator, UI Developer, Domain knowledge, User centered design, Prototyping, Wireframes, Strategic decision making, Priority, Jira / Confluence admin, Information architecture, Communication, Accessibility, Scrum, Kanban. Projects at: Järfälla municipality, SMHI and The Public Health Agency.

Web Designer/Developer, Marketing, Editor

Youth federation for the mobility impaired 2002 - 2013, Sthlm, Sweden

My main areas was web designer, web editor, marketing, administrator for the membership register and editor and designer for the member magazine. I also worked as computer/network administrator and with economics.

Education

Web development, Interaction/Graphic Design, Usability

Nackademin 2011 – 2013, Stockholm, Sweden

The program was very practical with some theory - mainly learned the craft so that we can work with it directly. Nackademin has a strong connection to the business community - Almost all teachers work actively with the profession they teach and there is a management group from the business community. This means that it is a very current education that meets the industry's requirements.

IT and communication sciences

Stockholm University 2004 – 2008, Stockholm, Sweden

The technological development leads more and more towards a communication society, where the use and dissemination of different technologies for communication between people is increasing. Ultimately, it is about communication between people with the support of IT.

Communication Design

Royal Institute of Technology 2013 – 2017, Stockholm, Sweden

This course consisted of picking the communication part from a variety of topics. We had a high physical presence 9-17 every day. We worked on three major projects throughout the year. A very practical and "hands-on" education. We had lecturers and teachers from the various industries who knew their fields both practically and theoretically.



I humanise technology as a UX designer, Product Manager and Agile leader.
Making technology usable, enjoyable, and accessible for humans.

Portfolio and extended CV:
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