



Jesper Svenning

~~Human~~^{Life} Centered Interaction Designer

10+ years of experience doing larger strategic research projects around users and user experiences. From prototyping virtual experiences, concepting new services to web experiences. Designed and facilitated focus groups, 1-1 in depth interviews, workshops and usability testing.

Check out my portfolio www.jespersvenning.com, drop me a line me@jespersvenning.com
or call me +45 51 92 50 08

WORK

UX Consultant

User Experience Designer/Researcher and Consultant

Aug 2015-Present

UX research, strategy and design for various agencies and clients:



























ustwo – Digital Product Studio

Lead Design Strategist

2017 - 2018

Creating digital products and services through user centered design processes. Designing prototypes and mockups. Facilitating client alignment workshops, user research and project management. Part of a leads team focusing on mentoring designers, changing internal process around project scoping, pitching and quality control.

Nexon America – Game Publisher

User Experience Designer / SR. User Experience Designer

2011 - 2012 / 2012 - 2015

Designing, executing and facilitating user interviews, workshops, and focus groups. Designing and producing deliverables that communicate the analysis, opportunities, concepts and execution for both strategic and tactical projects. Prototyping and concepting new services, game experiences and Nexons first internally build social game. Branding upcoming games based on user insights and market research. Concepting marketing campaigns (from online to print) and other marketing related projects

Egmont – Mediagroup

Freelance Flash Developer and Designer

2009 - 2012

Developing Flash games and mastering audiobook cds for the biggest mediagroup in Scandinavia.

Shift Control – Interaction Design Studio

Prototype/research assistant

2008-2009

Focused on algorithm controlled animation, sensor driven interactive installations, web applications, broadcast applications and digital design. Assisted in building prototypes, research for various projects and developing web applications.

Social Action – Design Research Agency

Research assistant

2008 - 2009

Social Action is a consultancy that have specialized in user driver innovation and sustainability. As assistant I did research and analysis on a wide range of projects, from finding some of the best upcoming clean-tech companies to figuring out how to change the image of the electric car.

EDUCATION

Copenhagen Institute of Interaction Design (CIID)

2009 - 2010

A one year full-time, experimental version of a future Masters course in interaction design. CIID believes in a hands-on and user-centered approach to interaction design. Among the courses are computational design, video Prototyping, physical computing and people centered research.

Royal Institute of Technology, Stockholm

2008

BA level course: Physical interaction design and realization

Stockholm University

2008

BA level courses: Interaction design and Method, Ubiquitous computing and Animation

Information studies at University of Aarhus

2005 - 2008

Bachelor in Information Studies University of Aarhus. With courses ranging from communication and sociology to programming – My main focus was mostly on user experience, usability, programming and digital aesthetics.

2 year basic subject in Information Studies plus 1 year individually selected courses in Denmark and Sweden.

BA level courses: Interaction programming, Oral academic communication, written academic communication.

SKILLS

Programs: Adobe CC Suite, Sketch, Omnigraffle, UxPin, Invision, MS Office Suite, Final Cut Pro

Programming languages: Java, PHP, Python and AS3, Processing, Arduino Language (based on C/C++)

Language: Danish (Native), English (Advanced), Swedish (Intermediate), French (Beginner)