

Amanda Wallgren

I'm an **Interaction Designer** with roots in **Industrial Design**. I would describe myself as a curious people-person who is eager to learn new things. Through being a creative problem solver, I aim to create products, services, and experiences that are meaningful to people, and respectful to our planet. 🌻

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Awards & Scholarships

- [Michael Treschow Scholarship 2022](#) | Master studies
- [Interaction Awards Shortlist 2023](#) | Project Koi
- [CORE77 Student Notable 2022](#) | Project Koi
- Cumulus Green Honorable Mention 2020 | Project Gaia
- Viktor Rydberg Scholarship 2014 | Dance Performance

Exhibitions

- [World EXPO 2020, Dubai](#) | Project Koi
- [EVS35 2022, Oslo](#) | Project Covestro EVSE
- [K Fair 2022, Düsseldorf](#) | Project Covestro EVSE

Skills

Software I use

Figma, Adobe XD, Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Solidworks, Rhino, Fusion 360, Keyshot, Unity, Arduino, ProtoPie

Soft skills

Ethnographic Research, User Testing, Workshops, Group member<3, Energy Booster, Pizza Eater

Hands-on tools

Wireframing, Prototyping, User journeys, Storytelling, Visualisations, Moodboards, Sketching, Illustrations

I speak

Swedish - Native
English - Professional level
Spanish - Solo un poco ;))

Professional Experience

Design Intern | IKEA of Sweden

02/2021 - 08/2021 • Älmhult, Sweden

Split internship between IKEA Home Smart (UX) and IKEA Design Department. I got to explore UX of physical products, eg. [VINDSTYRKA](#) for the Smart Air category. I also worked on storage products ([VATTENKAR Desk Storage](#), [VATTENKAR Wall Storage](#), [RISATORP Desk Storage](#)).

UX Design Intern | MING Labs

07/2020 - 02/2021 • Berlin, Germany

Concept creation, user interviews, A-B testing, sketching, wireframes, and prototyping. Working on projects for different industries such as pharmacy, elderly health care, and [future football technology](#).

Industrial Design Intern | Ericsson

06/2019 - 08/2019 • Stockholm, Sweden

Internal conceptual projects, exploratory form studies, illustrations and mapping of brand identity.

Industrial Design Intern | Myra Industriell Design

01/2019 - 03/2019 • Stockholm, Sweden

Sketching, 3D-modeling, graphic design.

Education

MFA Interaction Design | Umeå Institute of Design

08/2021 - 06/2023 • Umeå, Sweden

Exploring how we interact with the objects around us while learning about different design methodologies, ways to do ethnographic research and emerging technologies.

Project Management | Stockholm University

Summer 2022 • Stockholm, Sweden

Project management summer course, focusing on leading IT-related projects, including everything from planning, budgeting to group dynamics.

BFA Industrial Design | Umeå Institute of Design

08/2017 - 06/2020 • Umeå, Sweden

Learning the basics of user centered design and the design process. Conducting projects and developing skills within 3D-modeling, workshoping, sketching and graphic design.

Exchange Studies | ArtCenter College of Design

08/2019 - 12/2019 • Pasadena, U.S

During the exchange, I took classes in [motion design](#), [mixed realities](#), UI, as well as extended my understanding of the design process.

Preparatory Art Studies | Konstskolan

08/2016 - 06/2017 • Stockholm, Sweden

Year of preparatory art studies - exploring everything from sketching and painting to sculpturing.

Dance Education | Broadway Dance Center

08/2014 - 02/2015 • New York City, U.S

After high school, I moved to New York to attend Broadway Dance Center for a couple of months to dance and experience living abroad.