



Curriculum Vitae

Magnus Lönnegren Wikensten

Lives in Malmö, Sweden

Born in 1984

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Employment

Kunde & Co, Copenhagen November 2010 – Current

Interaction Designer; Interaction Design and Information Architecture; web + mobile. I have worked mainly in larger B2B-projects at Kunde & Co, creating the information architecture and designing wireframes. The projects have covered; e-business-, corporate-, campaign- and mobile websites, as well as some iPhone and iPad-interaction design.

Tactel AB, Malmö January 2008 – November 2010

Interaction-/Usability designer; Interaction design and documentation of mobile (+ web) applications. At Tactel I started out in a SEMC consultant team (see the paragraph below). After that, I worked in a number of different internal projects, such as pitches for e.g. large potential customers in Asia, other Sony Ericsson projects and also in Mobical projects. Tactel's Mobical product is a mobile sync service, used by e.g. operators such as Tele2, but also by Sony Ericsson. In these projects I made interaction design both for mobile applications, e.g. Android, and for the web.

Sony Ericsson Mobile Communications, Consultant February 2008 – June 2009

Technical Interaction Designer in a team working within Sony Ericsson projects. My working tasks included UI flow documentation (specification writing), managing icon- & text labels and making design & behavior decisions of native mobile phone applications.

University of Skövde November 2007 – December 2007

Supervisor in the course of Human Computer Interaction – applications, b-level. I supervised five groups of Game programme students in the HCI course's mandatory assignment. In this assignment the students were supposed to conduct a usability study of any given game of any platform. I had meetings with the student groups to help them carry out the task, and I read, commented and finally graded their essays.

Education

University of Skövde August 2004 – June 2007

Programme of Cognitive Science (BSc. with a major in Cognitive Science).

Gislaveds Gymnasium August 2000 – June 2003

Natural Science Programme; mathematics and computer science.

Knowledges

From work experience

- Interaction design of J2ME/OSE-, Android-, iOS- and Web applications.
- Interaction design of e.g. DLNA-, GPS-, Sync-, and Touch applications (Sony Ericsson).
- Wireframing + Flows in MS Visio & Axure RP
- Information architecture
- Worked in Scrum projects

From education

- Cognitive Psychology
- Human Computer Interaction
- Usability/User Testing
- Heuristic Evaluations
- Cognitive Walkthrough
- User group analysis
- Personas

Languages

Swedish native, **English** advanced, **Danish** business+, **French** basic

Other

- Member of the board in my housing cooperative in Malmö.
- Active in the board of the programme association KVHIS (Cognitive Scientists at the University of Skövde) 2005-06.
- Driver's license
- Interested in music, movies & photography.

Portfolio and references are available upon request.