

# RASMUS BRANDT SØRENSEN

Ambitious and detail-oriented UX designer,  
with excellent technical and collaborative skills



**Copenhagen S**

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Motivated young professional with a bachelor's and master's degree in interaction design. Interested in the process of understanding users, and creating solutions which help them achieve their goals. I am excited to work in a team where I can employ a human-centered approach throughout the design process, from user research, to ideation, prototyping, evaluating, and creating the final product. I have throughout my studies had a hand in all areas of the design process.

**Key skills:** Design thinking, problem-based learning, user-centered

## PRACTICAL EXPERIENCE

- 2021 Aalborg University  
**Student Assistant**
- Student assistant to 3<sup>rd</sup> semester interaction design students in imperative programming course, using the C programming language.
  - Responsible for helping students with basic and intermediate programming concepts.
  - Critiqued weekly assignments from students, explaining mistakes and giving feedback.

## EDUCATION

- 2021 - 2023 Aalborg University  
**MSc in Interaction Design**  
Master's thesis: In collaboration with LEGO House, explored play experiences with children and adults, using a tangible user interface, with a focus on social interactivity, engagement, and iteration.
- Designed and developed an educational game for a tangible tabletop, and tested it during three explorative play studies at LEGO House in Billund.
  - Created prototypes with paper and 3D printing, mock-ups and graphics in Figma, developed with C# in Unity.
  - During play studies, facilitated participants' interactions, and conducted semi-structured interviews.
- 2<sup>nd</sup> semester: In collaboration with Aalborg Zoo, created a tangible user interface promoting children's awareness of the causes of climate change.
- Conducted interviews with Aalborg Zoo, Moesgaard Museum, and Nordsøen Oceanarium.
  - Tested physical prototype at Aalborg Zoo, together with visitors.
- 2018 - 2021 Aalborg University  
**BSc in Interaction Design**  
Bachelor's thesis: In collaboration with Aalborg University Library, designed an interactive map for locating study spaces suited to specific groups' needs.
- Created personas and user journeys of potential visitors to the library, identifying their needs so that everyone's needs were met.
  - Used Figma prototyping tools to evaluate the system in usability tests conducted with Aalborg University students.
- 2017 Vallekilde Højskole  
**Game Development**
- 2014 - 2016 Birkerød Gymnasium  
**International Baccalaureate**

## IT SKILLS

- Figma
- Illustrator
- Photoshop
- InDesign
- HTML
- CSS
- JavaScript
- C
- C#

## LANGUAGES

- English
- Danish