

NICHOLAS LIND WILLUMSEN

CAND.IT IN DIGITAL DESIGN

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PROFILE

I am a newly graduated cand.it in Digital Design and Interactive Technologies with a specialization in Designing Interactions. In general, my area of interest lies within the field of Digital Design, but, specifically, with HCI, affective IxD and ubiquitous computing. Great designs manage, in my opinion, to balance business goals, users' needs and technology. Designing solutions that accommodate for these is a great passion of mine, but to succeed we need to be innovative and creative!

In design, everything is about the user experience, but it needs to be designed on the users' terms. To tailor content, user journey and interactions into a shared experience is what I do! I have extensive experience with user-centered projects, agile design processes and interdisciplinary teamwork plus 2 years of customer service experience.

I am a creative designer with the ability to think-out-of-the-box and design the 'right' solutions. I offer a skillset that involves competencies within UX, UI and Interaction design, and can contribute with everything from user research and concept development to design and test of prototypes.

EDUCATION

2018 -2020

MSC IN DIGITAL DESIGN AND INTERACTIVE TECHNOLOGIES, IT UNIVERSITY OF COPENHAGEN (ITU)

The Master's program gave me an in-depth knowledge of how to design digital and interactive technologies in a user-driven perspective. I learned the value of designing in collaboration with users, organizations and stakeholders. I further specialized in Designing Interactions with a focus on concept development, Human-Computer Interaction (HCI), prototyping and usability testing.

- Experience designing with users' needs, technological possibilities and business values in mind
- Experience with prototyping and designing wireframes and mockups
- Broad understanding of digital design processes from initial idea to testing and implementation.
- Knowledge of the role digital designs and services play in our society

2015 –2018

BSC IN COMPUTER SCIENCE AND PERFORMANCE DESIGN, ROSKILDE UNIVERSITY (RUC)

The Bachelor program learned me to design innovative technology with a focus on the users. HumTek is both a theoretical and practical education and gave me experience working hands-on with concrete tools to solve design problems. For my specialization, I combined Computer Science and Performance Design, which made me effective in concept development, HCI and rapid prototyping.

- Experience with both qualitative and quantitative research
- Experience working within both the humanities and technological field
- Experience programming with object-oriented languages (Java, C#, C++, etc.)
- Experience analyzing and solving complex design problems and understand technological processes.



KEY COMPETENCES

- Concept development
- UX/UI Design
- User research
- Prototyping
- Visual Thinking
- Usability testing
- Workshop facilitation

IT SKILLS

Figma	●●●●●
Whimsical	●●●●●
Arduino	●●●●●
Microsoft Office	●●●●●
Processing	●●●●○
Visual Studio	●●●●○
Unity	●●●○○
HTML	●●●○○
CSS	●●●○○

LANGUAGE

- Danish** - Native
- English** - Full professional proficiency

LINKS

[LinkedIn profile](#)

www.linkedin.com/in/nicholas-willumsen

[Portfolio](#)

www.nicholaswillumsen.com

REFERENCES

"I have worked closely with Nicholas in my thesis and other projects under our Master's program at ITU, and it has been a great pleasure. Nicholas is a team player without equal and he works very disciplined. In addition to the solid work, Nicholas always spreads a positive atmosphere, and he is therefore a fantastic partner in long and complicated projects."

Gabriel Bendix Madsen,

Thesis partner on
Affective Telepresence

PERSONAL INTERESTS

The creator...

In my spare time, I explore my creativity by creating playful games and experiences. I like to draw, play games, solve puzzles, and have become interested in 3D-printing and modeling.

The film geek...

I often reference movies or tv-shows and knows a lot about actors and films. I love a good narrative and are driven towards visual and imaginative worlds or stories, and therefore also spend a lot of time streaming movies and series.

The traveler...

I love to travel and learn more about culture and history. I was introduced to religion and museums at a very young age, which has affected my interests for history and religion. I am fascinated by the culture and traditions that that shapes us and our experiences.

PROJECTS

2020

AFFECTIVE TELEPRESENCE, MSC THESIS

My thesis explored how an affective telepresence system can be used to create a sense of presence between children with cancer in primary school and their classmates and teachers.

In collaboration with Shape Robotics we explored the potential of telepresence robots as a solution to the educational and social challenges that children with cancer face with long-term absence from school. Despite limitations of COVID 19 restrictions, we managed to create a theoretical basis for how designers can use Affect theory to understand the emotional impact of presence in an remote environment.

2018

VR FOR ONE, VR FOR ALL, BSC THESIS

My bachelor thesis explored how to design a VR game that offers a meaningful social game experience for both the VR-player and players outside the virtual environment.

The project challenged the idea of VR games as an individual experience that only the VR-player enjoys when not playing online. Therefore, we explored the possibility of designing a game that involves both VR-player and his friends outside in the local environment. For this purpose, we created a Mixed Reality by opening up the virtual environment and introducing a webcam feed that invited the local environment into the context of the VR-player. This resulted in a game that felt meaningful to both parties.

RELEVANT WORK EXPERIENCE

2013 – 2015

SERVICE EMPLOYEE, SHELL

At Shell I had the task of keeping the station presentable and serve the customers. This gave me a service mindset with a focus on customer needs and behavior. I was given more and more responsibility during the 2 years in the position, including receiveing products and opening / closing the station, which has made me responsible and self-disciplined.

- Serviceminded with attention to customer behavior and needs
- Self-disciplined and solution-oriented work ethic
- Responsible for operation and sales
- Responsible for receiving and stocking products

VOLUNTARY WORK

2008 – 2010

CREATIVE ASSISTANT FOR TEENCLUB, TJÆREBY CHURCH

I was an unofficial creative assistant in Tjæreby Church's Teenclub where I helped create and facilitate various creative tasks and games. I used the position to demonstrate my creative talent to brainstorm ideas in a larger context, such as illustrating the 10 commandments, or egg hunting for Easter.

- Responsible for creative input
- Assisted with adhoc tasks