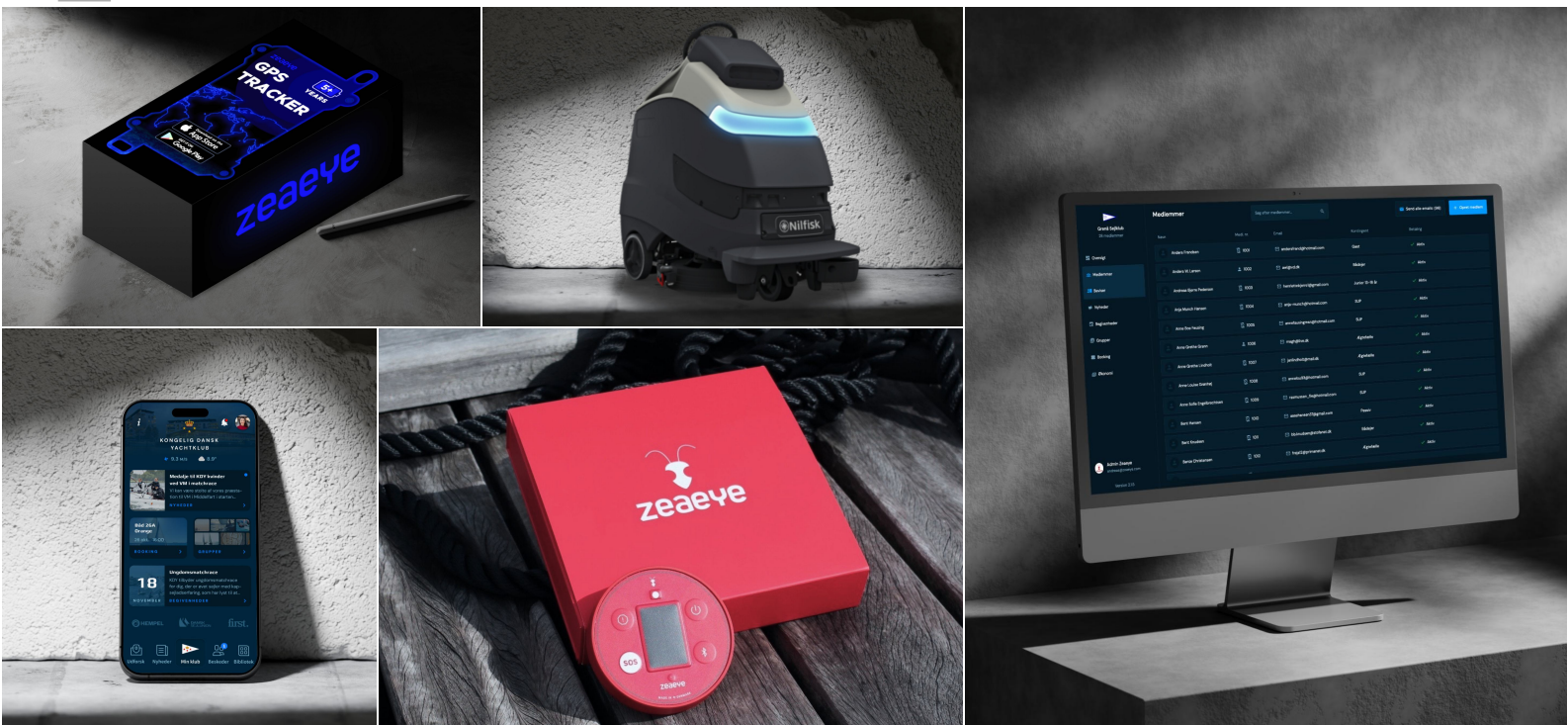


# Kasper Jørgensen

I'm a 27-year-old Interaction Designer based in the beautiful Valby. With over 6 years of experience and razor-sharp design skills, I'm a pro at crafting intuitive digital and physical user experiences. My expertise spans the entire process—from user research to creative design and development.

In other words, I don't just make things look good. I'm your go-to person from research to development and everything in between.



## Why pick me?

I bring a unique blend of creativity and technical expertise that's like finding a unicorn with a coffee addiction. I've got the chops to turn complex problems into sleek, user-friendly designs that not only look great but feel amazing to use.

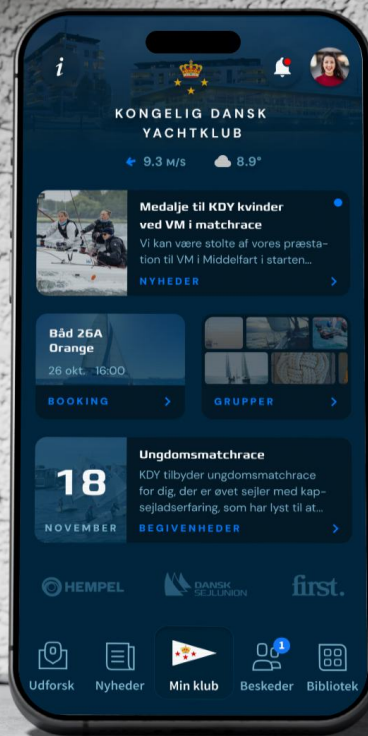
I thrive on pushing boundaries and bringing fresh ideas to the table, whether it's brainstorming innovative solutions or creating designs that make people say, "Wow, that's smart!"

My approach is all about blending fun with functionality—because who says great design can't make you smile?

## Head of User Experience

At Zeaeve, I lead the User Experience for Denmark's cutting-edge maritime platform, which integrates a website, an app, and a physical GPS tracker into one comprehensive solution for sailors to improve their time on the water.

My role is to ensure a seamless and cohesive user experience across all platforms. I conduct user research, design intuitive interfaces, and collaborate closely with the development team to turn our concepts into reality.



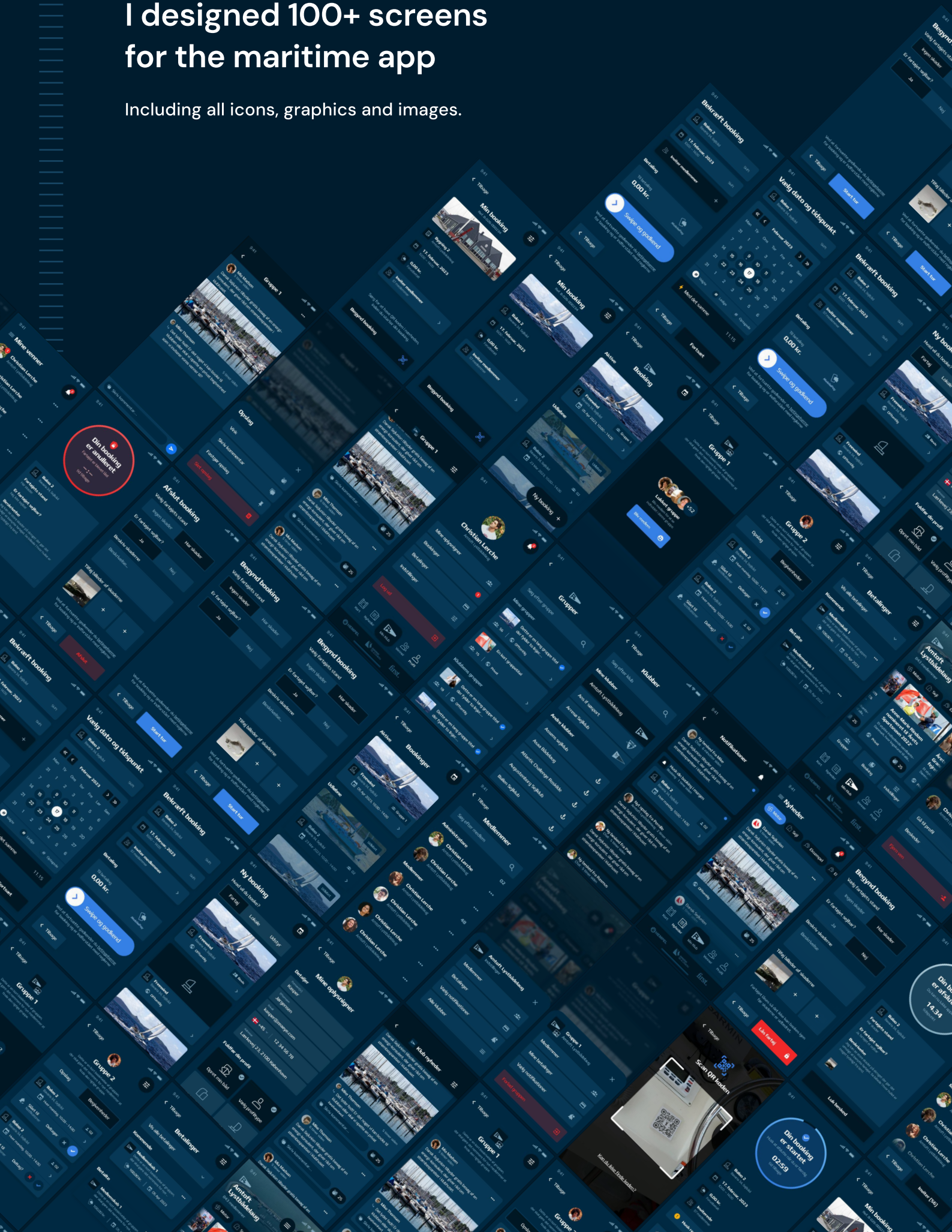
As the lead designer for this project, I crafted the entire app UI and developed a design system for the map in Flutter, a framework by Google for developing cross-platform apps.

One of the key challenges in designing the map was creating a system that could efficiently manage large volumes of diverse data while remaining intuitive for users and still be easily scalable by the development team.

zeeye

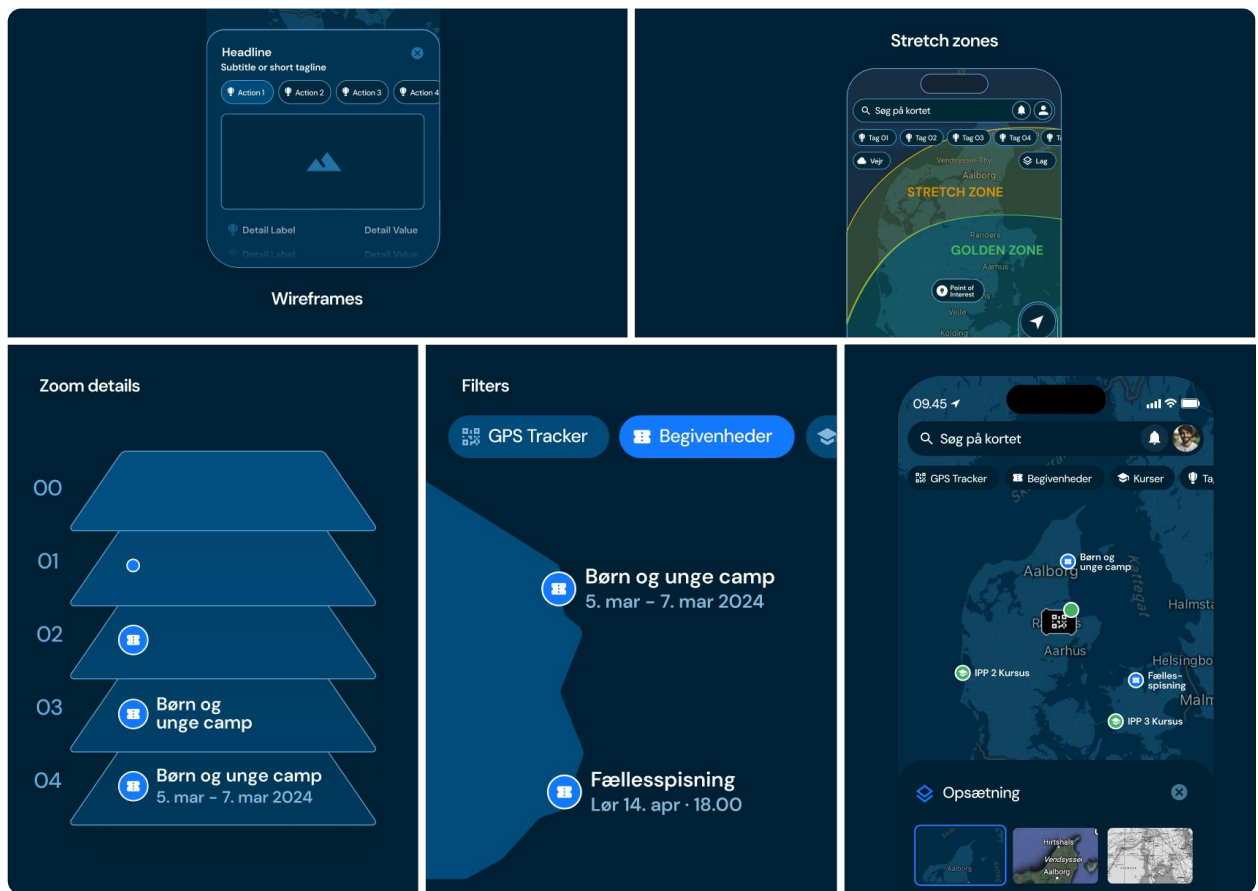
# I designed 100+ screens for the maritime app

Including all icons, graphics and images.



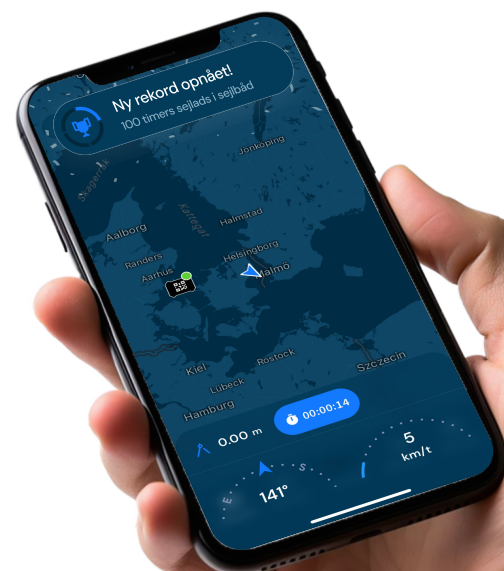
When designing the maritime app, I applied various usability principles to ensure a seamless and enjoyable user experience.

To maintain a cohesive experience across the app, I developed a comprehensive design system. This system included guidelines for the sailor map design, such as defining different zoom layers and specifying map content. By establishing clear standards, I ensured consistency in how information was presented, making the app easy to navigate and visually coherent.



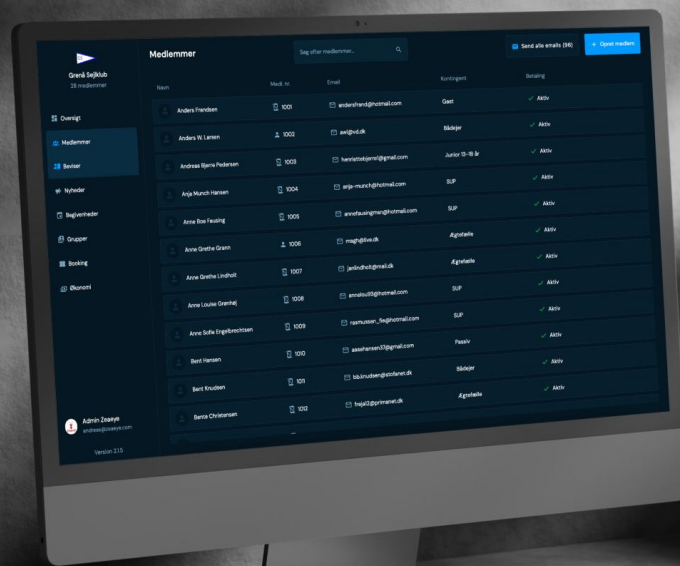
To enhance engagement, I incorporated elements of gamification. This added an element of fun and motivation for users, turning routine tasks into rewarding experiences. For example, I designed features that allowed sailors to track their progress, earn badges, or compete in challenges.

By combining these usability principles with a well-thought-out design system and gamification strategies, I created a maritime app that is not only functional and reliable but also engaging and enjoyable to use.





In addition to designing the maritime app, I took on the challenge of creating and developing an entire dashboard for administrators to manage their sailing members—all by myself. This dashboard was designed with a focus on usability and efficiency, allowing administrators to easily oversee member activities, manage user data, and monitor app performance. From wireframes to final development, I handled every aspect of the dashboard, ensuring it was both powerful and intuitive, giving administrators the tools they need to keep everything running smoothly.



During my time as a UX Designer at Zeaeye, I've played a key role in driving the company's growth, transforming it from a small startup into a fully operational and thriving business. My contributions have made a significant positive impact, helping to elevate Zeaeye to the next level.



Kasper has worked for Zeaeye since September 2019, first part-time and later full-time. Kasper has absolute talent and is incredibly skilled, BUT what I appreciate the most is his passion and dedication to completing and finishing tasks. He constantly ponders how various problems can be solved. Kasper shows up to work to solve problems and create better products, not just to work! Energetic and inspiring, a team player like no other – always ready to help in other areas without hesitation. He is undoubtedly a great loss for Team Zeaeye.

CHIEF EXECUTIVE OFFICER @ ZEAEEYE

### User Experience Designer

At Oticon Medical, I worked as a digital UX Designer. I updated the design of their entire website and ensured that customers had a seamless and pleasant experience. My role involved understanding user needs, creating designs, and developing prototypes.



Kasper has delivered fantastic solutions in close daily dialogue with our development team and participated in user tests with USA to incorporate user feedback. It is a great pleasure to have Kasper on the team.

DIRECTOR, PATIENT PROGRAM @ OTICON MEDICAL

### KA UX

2 YRS 6 MOS

### User Experience Freelancer

As a UX Freelancer, I worked with both small and large companies, helping them improve their customer experiences. I focused on understanding user needs, creating intuitive interfaces, and enhancing overall usability.



Kasper has been super professional, and I urged him to apply for a full-time position at Oticon Medical. I know there are many UX designers out there, but not many are truly great and understand the business.

MANAGER, DIGITAL DEVELOPMENT @ OTICON MEDICAL

### NILFISK

1 YR 2 MOS

### User Experience Manager

At Nilfisk, I was responsible for designing the interface for their new autonomous industrial machines. My role involved researching the needs of operators, developing prototypes, and collaborating with the team to make the self-driving machines easier to operate.



Kasper's professionalism and skills are impressive, and this, combined with his drive and strong collaboration abilities, gave Kasper a natural role as the leading UX manager in our 9-person team.

GLOBAL PRODUCT MANAGER @ NILFISK

3 YRS

### Interaction Design Bachelor

Through my bachelor's degree in Interaction Design, I have gained a strong understanding of creating interactive digital products that enhance the interaction between people and machines. The education has provided me with creative and constructive skills, which I apply to design intuitive and user-friendly solutions.