

# Claus Lundholm

## UI Designer



### Resume

Senior Product and Visual Designer with 8+ years of experience designing complex, data-driven platforms and decision-support systems across AI/ML, DevOps, Energy (EaaS), and enterprise SaaS.

Specialised in translating complex workflows into clear visual frameworks, modular systems, and intuitive user experiences. Strong in systems thinking, visual storytelling, and interaction design, with a proven ability to create scalable design solutions that support evolving product strategies.

Experienced in applying AI-driven thinking and design processes to enhance product development, improve decision-making, and streamline workflows across multidisciplinary teams. Known for building living design systems and adaptable frameworks that evolve alongside business and technology needs.

### Industries

Industry	Level	Experience
Energy / Utilities	● ● ● ● ● Expert	3+ years
Hospitality / Travel / Leisure	● ● ● ● ● Expert	5+ years
Payments / Fintech	● ● ● ● ● Very experienced	2+ years

### Skills

Skill	Level	Experience
Figma	● ● ● ● ● Expert	5+ years
UI Design	● ● ● ● ● Expert	20+ years
Design System (Digital best practices)	● ● ● ● ● Expert	5+ years
DevOps	● ● ● ● ● Experienced	3+ years

### Experience summary

<b>Lead Product (UI) Designer</b>	Apr 2024 - Jan 2026 1 year 10 months
Senapt	
<b>Lead Product (UI) Designer</b>	Dec 2020 - Feb 2024 3 years 3 months
Seldon	
<b>Senior UI Designer</b>	Oct 2017 - Dec 2020 3 years 3 months
Moogsoft	

### Project experience

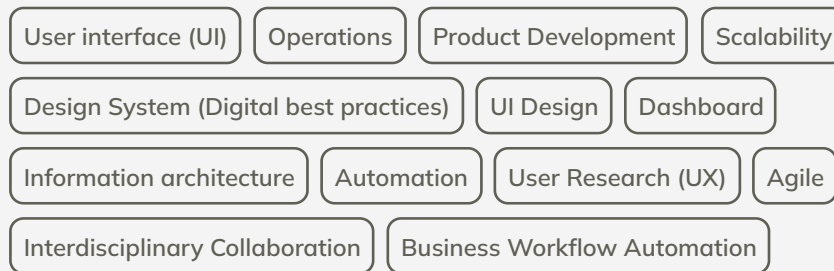
## Lead Product (UI) Designer

Apr 2024 - Jan 2026

1 year 10 months

Senapt

Designed and evolved a complex EaaS platform, aligning UI and workflows with operational and business processes across the product lifecycle. Created scalable design systems and modular UI frameworks, enabling faster iteration and consistent delivery across teams. Transformed high-density energy data into clear, decision-support dashboards, improving operator interpretation speed and reducing friction. Introduced structured research and validation frameworks, improving iteration cycles and cross-team alignment. Reduced support queries through improved information architecture and visual hierarchy. Contributed to future-facing design thinking, identifying opportunities where automation and AI could enhance workflows and user efficiency.



---

## Lead Product (UI) Designer

Dec 2020 - Feb 2024

3 years 3 months

Seldon

Designed enterprise AI/ML interfaces, translating complex model workflows into intuitive visual systems and interaction patterns. Built and maintained a cohesive design architecture, ensuring consistency across a rapidly evolving platform. Developed visual frameworks and pipeline representations that improved understanding of ML processes and reduced configuration errors. Applied AI domain knowledge to shape user experiences aligned with data science workflows and decision-making processes. Mentored designers and introduced structured design practices, improving team velocity and output quality. Delivered modular UI patterns and reusable templates, supporting scalability and adaptability of the platform.



## Senior UI Designer

Oct 2017 - Dec 2020

3 years 3 months

### Moogsoft

Designed interfaces for AI-driven incident detection and resolution systems, supporting real-time operational decision-making. Created data visualisations and dashboards that reduced cognitive load and improved triage efficiency. Conducted usability testing and iterative improvements to enhance workflow clarity and system usability. Delivered detailed design specifications and collaborated closely with engineering to ensure high-quality implementation. Expanded component libraries, strengthening design consistency and development efficiency.



---

### ● Languages

Danish • Native or bilingual

English • Native or bilingual