

# Claus Lundholm

UI & Product Designer

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## Work Experience the past 7 years

### Seldon / Lead Product (UI) Designer

December 2020 - Currently

Working as Lead UI Designer on our ML platform. Designing the UI for our users to engage for deploying and monitor ML Models to production. high-fidelity mockups and prototypes are a MUST.

### Moogsoft / UI Designer

October 2017 - September 2020

Worked as one of the lead designers on Moogsoft Enterprise and Moogsoft Express software, where I designed prototype mockups and facilitated design reviews with stakeholders, and turned them into production ready designs. I collaborated with the development team to integrate the design into the final product + design review.

### Velux / Digital Art Director

October 2015 - September 2017

Following an international design strategy for the corporation, I designed and executed design mockups and prototypes for stakeholders. Created master files for other designer to use as blueprint.

### JARRELAB / Creative

June 2008 - Currently

Working with AI and AR technology with my friend - the French musician Jean-Michel Jarre. Working on concept development and research and execution. Eōn is the latest project released 2019 at Web Summit.

### Saxo Bank / Consultant UI Designer

December 2013 - March 2014

Worked with integration a new design into frontend code. Designed HTML and CSS templates for desktop & mobile devices.

## Skills

### DESIGN

- UI Graphics
- User Flows
- Concept Sketches
- Wireframes & Mockups
- Production Redlines
- Style Guide

### PROTOTYPING

- Rapid prototyping
- Interactive flows
- Sketch Cloud
- Invision

### RESEARCH

- Data Analysis Personas
- A/B Testing
- 1:1 walkthrough

### COLLABORATION

- Detail oriented Flexible
- Team Player
- Design Sessions

### TOOLS

- Sketch / Figma
- Affinity Designer + Photo
- Nova / Visual Studio

### DEVELOPMENT

- HTML / CSS
- PHP
- Javascript