

ANTON LINDER

UX & Product designer



CONTACT

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 Portfolio!

SKILLS

Top Skills

User-centered design
User research
Deriving user needs
Design Thinking
Graphic visualizations
Product requirements
Usability testing
Prototyping

Tools

Figma
Adobe Illustrator
Adobe Photoshop
Adobe InDesign

Web dev.

WordPress/Elementor
HTML/CSS

Languages

Swedish - Native
English - Fluent

WORK EXPERIENCE

2024- • UX/UI designer

Volvo Digital & IT Gothenburg

At my current position at Volvo Group Digital & IT, I'm working on a case handling platform for internal use within the Volvo Group organization. I collaborate with a multidisciplinary team to redesign a legacy case-handling system into five specialized products tailored to different user groups. The platform will be built on Dynamics 365, which means I need to explore the system's capabilities while optimizing the user experience. As part of the design process, I travel to meet with support operators, conduct workshops, and map user flows to make sure user needs are fully integrated into the final product.

2022-24 • UX/UI designer

Volvo Penta, Gothenburg

Through Knightec AB, I worked as a consultant at Volvo Penta in the role of an HMI Engineer. My assignment involved overseeing a naval multifunctional touch display used for navigation and vessel control, where I served as a key link between developers, designers, and function owners. My responsibilities spanned the entire design process, from initial planning to thorough testing. One of the major projects I worked on was in the field of e-mobility for boats, where I focused on defining project scope, drafting product requirements, deepening user understanding, and driving concept development. Throughout my time at Penta, I managed multiple projects with distinct timelines and scopes while maintaining a holistic view of the product. This required me to skillfully balance and combine project needs to ensure smooth and cohesive user experiences across the entire product portfolio.

2021-22 • Product designer

Saab AB Technologies, Gothenburg

Working in the design team at Saab's airborne surveillance department, my team and I worked with strategies for improving the design maturity by increasing the user-centered design approach within the organization. Saab strives to keep people and society safe, therefore it's important to develop user friendly products that allow for effective decision-making and reduced user errors. One way to achieve this is by using a design system. By conducting observations and in-depth interviews, making prototypes for testing and evaluation, we developed a foundation for a design system at Saab.

2020- • Graphic designer & business owner

Anton Linder Design AB, Gothenburg

As a freelance designer, I offered my clients services within digital and graphic

design and product development. Projects involving illustrations, marketing and advertisements, logotype design, and 3D-modelling. Working with software like Adobe Illustrator, InDesign, and Photoshop, as well as Fusion 360 and Blender.

2019-20 • **Product Designer consultant, part time**

Chalmers Teknologkonsulter AB (CTK), Gothenburg

As a design engineer, I worked in a cross-functional team alongside an electro engineer and a physics engineer. The role as a design engineer was to be in charge of user research, 3D-modelling, graphical visualizations and prototyping. Working with a complex system for outdoor irrigation, the team had the assignment to develop and optimize the core irrigation pump to reduce waste of water and energy. The project resulted in an improved version of the irrigation pump, resulting in a system that can save up to 85% of the water used compared to regular irrigation systems.

EDUCATION

2017-22 • **Chalmers University of Technology, Gothenburg**

M.Sc. Interaction Design & Technologies

B.Sc. Industrial Design Engineering

2020 • **Delft University of Technology, Netherlands**

Design For Interaction (M.Sc. Exchange)

M.Sc. (exchange) Design for Interaction

2018 • **Graphic design & Media publishing**

Chalmers University of Technology, Gothenburg

Graphic design course in advanced Adobe Illustrator & InDesign

COMMISSION OF TRUST / VOLUNTEER WORK

2019-20 • **Chalmers Student Union - Member TDjobb**

Career & Business relations committee of Industrial Design Engineering

As part of the team, I, along with five other students, played a pivotal role as the link between the students at the Industrial Design Engineering faculty and relevant companies. In addition to facilitating connections, we took the initiative to organize various events tailored to the students' needs, fostering a dynamic and engaging environment for both academic and professional growth.

2018-19 • **Chalmers Student Union - President TDnollK**

Reception committee of Industrial Design Engineering

Alongside four other students, I had the task of planning and arranging the reception for the new students at the Industrial Design Engineering faculty.

2018-19 • **Chalmers Student Union - Member RequirTD**

Recruitment committee of Industrial Design Engineering

As a representative of the Industrial Design Engineering faculty at educational fairs, my role involved inspiring potential students in their choice of higher education. I conducted lectures on university studies and student life and organized visiting days.

QUALIFICATIONS

Personal development & Leadership education

2019 • *Great Leaders AB, Gothenburg*

2018 • *Göteborg Management Institute AB, Gothenburg*