



Linnea Palmgren Söderström

PROFILE

I am motivated to design my work based on my knowledge of human behaviour and information processing to design accessible products with all users in mind. I am structured in my work to think ahead and design intuitive products that are easy to use.

MAIL

✉ linneapalmgren@live.se

PORTFOLIO

🌐 www.linneaps.webnode.se

LINKEDIN

🌐 [Linnea Palmgren Söderström](#)

SKILLS

UX/UI Design

User Research

Accessibility & WCAG 2.2

Usability testing

Prototyping

Design methods

Workshops

TOOLS

🎨 Figma

🌀 Maze

🎨 Ai Illustrator

📄 Miro

📌 Jira

WORK EXPERIENCE

2021 -

UX Designer

Gothenburg

Benify AB

In my role as a UX designer at Benify, I work closely with product managers, product owners, and developers to create new features and improve our existing products. I work independently as I take responsibility for my work tasks, prioritise my work, and create a project plan for all my projects. In my role as a UX designer, I am expected to lead the development in a direction so that all products are developed with the user in focus and continuously improve the user experience in the platform. I do this by being involved through the entire process such as conducting user research, defining the user pain points, shaping the project scope, creating an accessible and user-friendly design, and finally testing and evaluating the result. This gives me good experience in all the phases of the design process.

2020 - 2021

UX/UI Designer

Stockholm

Locum AB

Creating an application to facilitate way-finding within Danderyds Hospital. My role as a UX designer was to work through the design process to develop an application, from idea to final product. The main focus of this project was to comply with accessibility requirements and to create an adaptable product that all hospital visitors could use, regardless of impairment or disability. After the thesis project, I got hired within the project to finalise the product.

EDUCATION

2019 - 2021

MSc Interaction Design

120 credits

Chalmers University of Technology

The program consists of designing digital products, environments, systems, and services. It focuses on user research, and problem-solving to iteratively develop products that respond to user behaviour.

2016 - 2019

MSc Cognitive Science

180 credits

Gothenburg University

Cognitive Science is an interdisciplinary scientific program that covers the fields of psychology, computer science, philosophy, neuroscience, artificial intelligence, linguistics, anthropology and more. The program involves studies of the mind and its information processing. Along with the interaction between humans, the environment and technology.