

Amanda Wallgren

[a Swedish Interaction Designer with roots in Industrial Design]

I am a curious people-person who is eager to learn new things. Through being a creative problem solver I aim to create products, services, and experiences that are meaningful to people, and respectful to our planet. 🌻

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Awards & Scholarships

- [Michael Treschow Scholarship 2022](#) | Master studies
- [Interaction Awards Shortlist 2023](#) | Project Koi
- [CORE77 Student Notable 2022](#) | Project Koi
- Cumulus Green Honorable Mention 2020 | Project Gaia

Exhibitions

- [World EXPO 2020, Dubai](#) | Project Koi
- [EVS35 2022, Oslo](#) | Project Covestro EVSE
- [K Fair 2022, Düsseldorf](#) | Project Covestro EVSE

Skills

Software I use

Figma, Adobe Suite, ProtoPie, Webflow, Framer, Spline, Arduino, Solidworks, Rhino, Fusion 360, Keyshot

Soft skills

Design Research, User Testing, Workshop Creation & Facilitation, Team Member & Pizza Eater

Hands-on tools

Wireframing, User Journeys, High/Low-fi Prototyping, Storytelling, Visualisations, Illustrations

I speak

Swedish – Native
English – Professional level
Spanish – Basic
German – Ein bisschen ;))

Professional Experience

Digital Product Designer | Anyone

07/2025 - present • Munich, Germany

Working as part of a multidisciplinary team combining strategy and design to shape meaningful, future-facing digital products and services.

UX/UI Designer | SMAL

10/2023 - 06/2025 • Munich, Germany

Designing interfaces for everything from home appliances to websites, working with clients like Siemens, Bosch, Eve, Elgato and Fanatec.

Design Intern | IKEA of Sweden

02/2021 - 08/2021 • Älmhult, Sweden

Split internship between IKEA Home Smart (UX) and IKEA Design Department. I got to explore UX of physical products, eg. [VINDSTYRKA](#) for the Smart Air category, as well as, storage products available in store.

UX Design Intern | MING Labs

07/2020 - 02/2021 • Berlin, Germany

Concept creation, user interviews, wireframes, A-B testing, and prototyping. Working on projects for different industries such as pharmacy, elderly health care, and future football technology.

Industrial Design Intern | Ericsson

06/2019 - 08/2019 • Stockholm, Sweden

Internal conceptual projects, exploratory form studies, illustrations and mapping of brand identity.

Education

MFA Interaction Design | Umeå Institute of Design

08/2021 - 06/2023 • Umeå, Sweden

Exploring how we interact with the world around us through different design methodologies, research methods and emerging technologies.

Project Management | Stockholm University

Summer 2022 • Stockholm, Sweden

Summer course focusing on leading IT-related projects, including everything from planning, budgeting to group dynamics.

Exchange Studies | ArtCenter College of Design

08/2019 - 12/2019 • Pasadena, U.S

Majoring in Interaction Design and taking classes in [motion design](#), [mixed realities](#), and the process of creating User Interfaces.

BFA Industrial Design | Umeå Institute of Design

08/2017 - 06/2020 • Umeå, Sweden

Learning about user centered design and the design process through project based courses in collaboration with real companies.

Preparatory Art Studies | Konstskolan

08/2016 - 06/2017 • Stockholm, Sweden

Exploring everything from sketching and painting to sculpturing in clay.

Dance Education | Broadway Dance Center

08/2014 - 02/2015 • New York City, U.S

Moving to New York to dance and experience living abroad.