

amanda wallgren

[a Swedish Interaction Designer with
roots in Industrial Design]

My approach to design is rooted in curiosity and a genuine care for people, both the ones I design for and work alongside. I move comfortably between the physical and digital: from general and embedded interfaces to exploring how movement itself can shape how we interact with things. I'm drawn to the uncertain stage, where the space to explore is wide, and excited about seeing an idea through, making it actually come together. 🌻

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Expertise

UI/UX Design
Web Design
AI Prototyping & Vibe Coding
HMI Design
Physical & Digital Prototyping
Design Research
User Testing
Workshop Creation & Facilitation
Illustrations
Motion Design
Team member-ing
Pizza Eating

Tools

Figma, Adobe Suite, ProtoPie,
Generative AI Tools, Framer,
Webflow, Spline, Solidworks,
Rhino, Arduino, Keyshot

I speak

Swedish – Native
English – Fluent
Spanish – Basic
German – Ein bisschen ;)

Awards & Exhibitions

- [Michael Treschow Scholarship 2022](#) | MFA studies
- [Interaction Awards Shortlist 2023](#) | Project Koi
- [CORE77 Student Notable 2022](#) | Project Koi
- Cumulus Green Honorable Mention 2020 | Project Gaia
- [World EXPO 2020, Dubai](#) | Project Koi
- [EVS35 2022, Oslo](#) | Project Covestro EVSE
- [K Fair 2022, Düsseldorf](#) | Project Covestro EVSE

Professional Experience

Digital Product Designer @ [Manyone](#)

2025 ▪ Munich, Germany

- Worked on multiple projects across UI/UX design, strategy, and research for [Deutsche Telekom](#), with a strong focus on accessibility (WCAG).
- Explored AI tools and built prototypes, including a body-tracking concept that generated responses based on user-laptop-posture.
- Supported and mentored junior team members in and outside of projects.

UI/UX Designer @ [SMAL](#)

2023 - 2025 ▪ Munich, Germany

- Main designer on multiple projects for [Bosch](#) and [Siemens](#), designing home appliance HMIs (Human-Machine Interfaces) from initial brief to final concept, including applying design systems and building advanced ProtoPie prototypes.
- Web design for clients including [Eve](#), [Elgato](#) and [Fanatec](#) spanning landing pages and interactive configurators.
- Voted official [Person of Trust](#) by colleagues, providing confidential support for workplace concerns.
- Supported and mentored junior team members in and outside of projects.

Design Intern @ [IKEA of Sweden](#)

2021 ▪ Älmhult, Sweden

Split internship between IKEA Home Smart (UX) and IKEA Design Department (Industrial Design):

- Home Smart: Designed interfaces for the Smart Air category ([VINDSTYRKA](#)) and conducted exploratory work for the Smart Safety assortment.
- Design Department: Designed [storage products](#) currently available in stores.

UI/UX Design Intern @ [MING Labs](#)

2020 - 2021 ▪ Berlin, Germany

- Conducted user research, wireframing, A/B testing, and prototyping across multiple industries.
- Key projects: stock management app for pharmacy owners, Next11 football performance platform, and care tracking portal for nursing homes.

Education

[MFA Interaction Design](#) @ Umeå Institute of Design

2021 - 2023 ▪ Umeå, Sweden

Master's programme exploring design methodologies, emerging technologies, and ethnographic research, with real-world briefs from [BMW](#) and [regional healthcare](#).

- MFA thesis: [Choreographic Interfaces](#), exploring movement and dance as a design method for a spatially-aware smart home.

[Project Management](#) @ Stockholm University

Summer 2022 ▪ Stockholm, Sweden

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

[Exchange Studies](#) @ ArtCenter College of Design

Fall 2019 ▪ Pasadena, U.S

Exchange semester where I chose to major in Interaction Design, taking classes in [motion design](#), [mixed realities](#), and UI/UX design.

[BFA Industrial Design](#) @ Umeå Institute of Design

2017 - 2020 ▪ Umeå, Sweden

Bachelor's programme focusing on user-centred design through hands-on, project-based collaborations with companies such as Airbus and [Covestro](#).

- BFA thesis: [Pixels](#), investigating how we take and interact with mobile photos and how that affects their emotional value.