

Henning Bergner

UX / Product Designer.

 [Website](#)

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Fast learning product designer and user experience advocate with compassion for **business goals** and **technical feasibility**. A **Curious mindset** that always strives for improvement. Sleep schedule might suffer if an idea strikes too late in the evening.

Skillset

 **UX DESIGN**

 **UI DESIGN**

 **HI-FI & LO-FI PROTOTYPING**

 **USER TESTING**

 **USER RESEARCH**

 **DESIGN THINKING**

 **WORKSHOP FACILITATION**

 **ILLUSTRATION**

 **DATA ANALYTICS**

Relevant Experience



Product Designer
Angry Creative

AUG 2019 - JUN 2020

- ✓ **Lead designer role** at one of the **biggest web agencies in Europe** focused on WordPress.
- ✓ Main responsibilities: **Web/UI Design**, **Conversion Optimization**, **Process Development**.
- ✓ Projects span from **webshops** and **marketing websites** to **complex business platforms**.



Junior Web Designer
Significant Bit

JANUARY 2019 - JUNE 2019

- ✓ Part-time employment during the final semester of university.
- ✓ Main responsibility: **Web Design**.

Education



UX Upskill Program

Hyper Island

SEPTEMBER 2020 - MAY 2021



Graphic Design & Communication

Linköping University

AUGUST 2016 - JUNE 2019

Intrests



Disc Golf

Overall sports enthusiast and competitor. Some alone time on the course or a fun round with friends never gets old. Developed entrepreneurial mindset through the sport by starting an idea for a potential start-up.



Learning & Problem-Solving

Listens to podcasts and follows industry leaders with the intention to always develop and grow from day-to-day. Learning by doing and analyzing through means of problem-solving has always been natural and a fun way to spend time.



Gaming & E-sports

Spends lots of time casually gaming with friends or trying hard to become better. Has been top 1% in competitive game-modes within multiple games (CS:GO, Overwatch, Hearthstone...). Follows the E-sport scene with passion since 2013.