



Claus Lundholm

Senior UI/UX & Product Designer

CORE SKILLS

Product & UX

User flows
Wireframing
UX strategy
Journey mapping
Research
Usability testing

UI & Visual

High-fidelity UI
Design systems
Prototyping
Data visualisation
Component libraries

Tools

Figma (advanced)
CSS/HTML
Jira
Notion
Confluence

Ways of Working

Agile delivery
Collaboration
Stakeholder communication
Working under pressure

LANGUAGES

Danish – Native
English – Fluent

EDUCATION

Graphic Designer
Tech College Aalborg
1996 – 2000

TRAINING / COURSES

iOS Workshop
New York City
2012

SUMMARY

Product-focused UI/UX Designer with 8+ years of experience creating intuitive and visually refined experiences for complex, data-driven platforms across AI/ML, DevOps, Energy (EaaS), and enterprise SaaS. Experienced in translating technical workflows into clear, efficient interfaces. Strong collaborator with a track record of shaping product vision, delivering scalable design systems, and improving team velocity.

PROFESSIONAL EXPERIENCE

Lead Product (UI) Designer – Senapt (Energy as a Service)

Basingstoke / Zurich | March 2024 – Present

- Enhanced the core EaaS platform UI, increasing onboarding completion rates by 28% and lowering user friction by 32%.
- Built a scalable component library that accelerated feature rollout by 22% and cut engineering clarification cycles by 40%.
- Reworked energy intelligence dashboards, enabling operators to interpret data 37% faster.
- Introduced structured research and validation processes, shortening iteration loops by 30% and strengthening alignment among teams.
- Reduced support-related queries by 18% through refinements to navigation structure and visual hierarchy.

Lead Product (UI) Designer – Seldon (MLOps)

London | Dec 2020 – Feb 2024

- Translated complex ML concepts into intuitive enterprise interfaces, improving comprehension and minimising configuration mistakes across ML workflows.
- Advanced platform usability through research-led enhancements that elevated understanding for data science and engineering groups.
- Redesigned Seldon's core design architecture, streamlining delivery by 30% and ensuring cohesive visual and functional patterns throughout the experience.
- Mentored designers and introduced quality benchmarks that boosted output and accelerated team velocity.
- Refined ML pipeline visualisations, decreasing customer support issues and strengthening overall platform satisfaction.

UI Designer – Moogsoft (AIOps)

London / San Francisco | Oct 2017 – Sep 2020

- Upgraded AIOps interfaces, enabling enterprise operators to complete triage 25% faster.
- Developed dashboards and prototypes that increased detection-to-resolution efficiency by 20%.
- Conducted targeted usability evaluations, lifting workflow comprehension and lowering cognitive load.
- Provided engineering teams with structured specifications that enhanced implementation accuracy and reduced rework by 35%.
- Expanded the component library, improving front-end consistency and development efficiency.