



## 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.