

Francisca Kanstrup

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Education

IT University of Copenhagen

MSc & BSc Digital Design & Interactive Technologies

Specialization in interaction design & speculative futures

April 2025

Thesis grade 12

GPA 10

DK grading scale

California State University Long Beach

Product Design & Art History

June 2019

GPA 4.0

US grading scale

Work & Project Experience

IT University of Copenhagen

Jan 21 - jun 25

Teaching Assistant (Bsc & Msc level)

- Conducted Lectures and exercises in design theory & philosophy of science for classes of 30-116.
- Taught applied skill-based courses (e.g., UI/UX Design), guiding students in creating high-fidelity Figma prototypes.
- Supervised design projects, on user research strategies, theoretical frameworks, and design.

Studio Kristoffer Ørum

Studio Assistant

Jan 24 - jun 25

- Gained experience in project management, coordination, and interdisciplinary collaboration within artistic and cultural contexts
- Coordinated and led exhibition setups, ensuring cohesive design and execution.
- Contributed to artwork creation through production and cultural research.
- Wrote and designed promotional materials (posters, social media, narratives).

Freelance project – Reference Studios

Sep 24- jan 25

UI/UX Design Consultant

- Collaborated with the client and Reference Studios to align design decisions with strategic goals.
- Developed the concept and visual identity for a music event app.
- Designed high-fidelity mock-ups in Figma, grounded in insights from users and stakeholders.
- Worked in a iterative, cross-disciplinary design process with a focus on user experience

Thesis work – Design Museum Denmark

Aug 24-jun 25

Research, strategy development & design work

- Developed design strategies to engage visitors, through qualitative user research and design
- Created a visually engaging workbook that translates academic insights into actionable strategies for the museum to implement.
- Crafted interactive exhibition artefacts to foster deeper visitor engagement with futures

Volunteer Work – DAK (Design Activity Committee, at ITU)

Oct 21- Dec 24

Chairperson & Co-founder

- Elected chairperson, responsible for strategic planning, coordination, and stakeholder communication.
- Planned and facilitated events and workshops for 5-100+ participants.
- Conducted research to understand the needs of the student body and presented key insights to university leadership.
- Designed visual materials across platforms (visual identity, SoMe, slides, UI/UX) .

Skills

Research - Qualitative methods, participatory and co-design, analysis of complex problems, user research, evaluation and testing of design interventions. Future studies & foresight.

Design - Figma, InDesign, sketching & prototyping, programming (R, Python, React Native, P5, Arduino)

Leadership & Facilitation- Workshops, project management, coordination of interdisciplinary work