DANIEL JAKOBSEN

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UX/UI designer focused on creating intuitive solutions for developers

As an experienced UX/UI Designer with nearly 10 years in the digital design domain, and currently leading the Design System at Ørsted, I'm particularly motivated for designing user friendly solutions for and with developers.

In this position I will apply my experience in designing, prototyping, and validating technical applications in close collaboration with developers to create user-friendly solutions that meet the developers' needs. I'm especially excited about helping developers work more efficiently, by e.g. optimizing information architecture, and ensuring that documentation, APIs, and tools are intuitive and easy to find — an area I am passionate about and have gained significant experience in during my time at Ørsted.

By leveraging my experience, I'm eager to contribute to building seamless, developer-friendly systems that empower teams to perform at their best.

Experience

Design System Lead, Ørsted — Sep 2022 - Current

- Spearhead the creation of Oxygen - Ørsted's design system, enhancing efficiency for over 20+ internal teams.

- Collaborate closely with developers to ensure seamless implementation of design components, fostering alignment between design and development.

- Implement industry-leading standards throughout Oxygen's development, ensuring high quality via research and best practices.

- Design and test components to guarantee usability, consistency, scalability, and accessibility across diverse platforms.

- Author comprehensive setup and usage guides to facilitate seamless integration and provide ongoing support with a strong emphasis on accessibility.

UX Designer, Ørsted — Jul 2019 - Sep 2022

- Contributed to a wide spectrum of Ørsted's operational products, from conducting user research to design and test concepts.

- Designed intuitive user interfaces, created interactive prototypes, and tested solutions to ensure optimal usability and user satisfaction.

- Acted as a mentor in the effective usage of Figma, helping team members enhance their design skills and streamline workflows.

UX Student Assistant, Ørsted — Jan 2019 - July 2019

- Supported multiple projects by assisting in user research, build and test prototypes to validate design concepts, and creating user-friendly interfaces.

- Built interactive prototypes and participated in usability testing to enhance the overall user experience.

UX/UI Designer, Amsiq — Oct 2016 - Dec 2018

- Led the design of Soudfa's iOS and Android apps, optimizing user experiences.

- Established Amsiq's first design system to enhance collaboration between design and development teams.

Graphical Design Intern, Westring CPH — Jun 2016 - Sep 2016

- Created visual communication materials like brochures and logos, handled advanced image editing, and produced illustrations.

- Designed and set up Word templates to ensure consistency in document creation, enhancing brand identity and efficiency.

Graphical Design Intern, Itera — Feb 2015 - Apr 2015

- Designed and set up an e-commerce site using a CMS, collaborating closely with the client to meet their vision.

- Created custom merchandise designs, ensuring brand consistency and market appeal.

Education

IT University of Copenhagen — MSc in Digital Design and Communication, 2017 - 2019

KEA - Copenhagen School of Design and Technology — BA in Design and Business, Communication Design & Media, 2015 - 2017

KEA - Copenhagen School of Design and Technology — Multimedia Design, 2013 - 2015

Skills

Design Tools: *Figma, Miro, FigJam, Adobe Creative Suite, Storybook, Tokens Studio, Gitbook, Protopie*

Design Skills: *Product Design, UI Design, Interaction Design, Prototyping, UX Research, Wireframing, Visual Design*

Methodologies: *User-Centered Design, System Design, Information Architecture*

Soft Skills: *Teamwork, Mentorship, Project Management, Concept Development*

Technical Skills: *Design Tokens, Variables, Web Design, Business Strategy, Video*