



Sandra Rannanpää

M.Sc engineering graduate in interaction technology and design

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- [LinkedIn](#)
- [Design portfolio](#)

I have knowledge in both UX/UI design, as well as fullstack development. I am detail-oriented and a creative problem solver (and problem finder). I like coming up with new ideas and innovations. My friends describe me as organised, caring, and reliable.

EDUCATION

M.Sc. Engineering, Interaction technology and design, Umeå university | Umeå, Sweden

August 2018 - July 2023 (5 years)

- Main focus on **interaction design** and **software development**. I also learned e.g. the fundamentals of AI, business models, 3D design, statistics, and project management. All courses I completed are listed on my [LinkedIn](#) profile
- Completed **master thesis** in cooperation with the B2B applicant tracking system (**ATS**) **Teamtailor**. I used the **design thinking process**, conducted **user research** (content analysis and contextual inquiry) and delivered user research insights about how recruiters use an ATS. Finally, based on my research findings, I **redesigned** the candidate profile that is visible to recruiters
- Learned the full product development cycle from user research (surveys, interviews, contextual inquiry etc.), wireframing and conducting usability testing, to programming usable digital products for both mobile and web
- Conducted many **group projects** as well as **individual projects** in both UX/UI design and software development including written reports and oral presentations of the projects and results
- **Exchange semester in Australia** made me more independent and confident (University of the Sunshine Coast, Australia)

WORK EXPERIENCE

Design and marketing assistant (UX/UI) | Hogia Ferry Systems, Finland

September 2020 - December 2021 (1 year 3 months)

- Designed new applications for the B2B ferry reservation software "BOOKIT"
- Consulted developers in the design of the complex interface
- Created marketing material such as presentation templates for the product owner and social media content

Assistant Project Manager (UX/UI) | Hogia Ferry Systems, Finland

June 2020 - August 2020 (3 months)

- Summer job where I was the first UX/UI designer at the B2B company
- Created design guidelines for the ferry reservation software, in order to have a consistent design throughout the product interface
- Documented ux improvements for the whole interface
- Redesigned software features for better user experience

SKILLS

Design skills

- Interactive prototypes in Figma and Adobe XD
- User-centered design thinking process, user research, surveys, interviews, wireframes, usability testing
- Adobe Illustrator, InDesign, Photoshop, Premiere Pro
- 3D modelling in Rhino 7 and SketchUp

Programming skills

- Basic knowledge in Flutter, HTML, CSS, JavaScript, Java, C#, ASP.NET MVC, MATLAB, Minitab
- I am able to develop functional websites, mobile applications, and use API's

Language skills

- Swedish** | Native language
- English** | Fluent working proficiency
- Finnish** | Limited working proficiency
- German** | Elementary proficiency

Hackathon

Awarded "**Global Finalist Honorable Mention**" in NASA SpaceApps Hackathon 2020. **Ranked in top 2%** of more than 2000 global teams. [My team](#) designed and developed an interactive website to understand the difficulties of communicating in space.



Volunteering

- Tutor for international students in Sweden during three semesters
- Volunteering for the Red Cross by helping refugee students with their homework after school in 2017