



# Kajsa Tunius

I thrive on challenges and seek opportunities for growth and innovation. With over ten years of experience in various service industries across six countries (New Zealand, Australia, Canada, Austria, USA, Sweden), I aim to work for a company with a positive atmosphere where I can continue to develop and make a meaningful impact.

## Experience

Portfolio [kajsatunius.se](https://kajsatunius.se)

### Education

#### IT-högskolan

2022 Aug - 2024 Jun

Learning the entire UX process and programming. Real clients in UX projects.

#### Gothenburg University

2018 Aug - 2021 Jun

I specialized in sustainable development and completed a semester abroad at San Diego State University (US).

### Project skills

Design thinking  
User research  
Wireframes/Mock-ups  
Prototype  
Web design  
Branding  
Project strategy/management

### Software skills

Figma, Figjam  
Creative cloud  
Midjourney  
Lookback  
Jira/Confluence  
HTML/CSS/JS  
Davinci Resolve (Video)

2024 Jun - present

#### Animal.OOO - UX Designer

Animal.OOO is developing a unique breeding tool essential for preserving genetic variation. I am developing the strategic aspects, such as product requirements and metrics. Furthermore, I will do the UX research and information architecture. Our team also includes a dedicated UI designer.

2022 Jan- present

#### Let's Talk About UX - Co Organiser

[Let's talk about UX](#) is a UX community in Gothenburg with about 1500 members. I contribute to event planning, execution, and organizational development. As the social media manager, I have successfully increased our followers by over 700%. Additionally, I monitor member statistics to minimize no-shows, manage communication with our members, and structure internal meetings.

2024 Jan - 2024 Jun

#### Mimbly - UX Design intern

At Mimbly, as the sole designer, I bridged the platform, company, and user. My responsibilities included project planning, design strategy, UX research, UI design, and establishing design systems. I achieved a 79% task completion rate in user testing and improved the SEQ score from 6 to 8, enhancing overall user experience.

2023 Aug - 2023 Oct

#### Stratsys - UX Design intern

I created a conceptual design for an AI-powered SaaS platform in order to reduce corporate carbon footprints, in line with regulatory requirements. I used UX research tools (competitive analysis etc.) to maximize value for both customers and Stratsys.

2022 Jan - 2022 Jun

#### Deedster - Content writer intern

Deedster is a tech startup for digital sustainability solutions aimed at B2B. I designed the content for the app, using user-centered questions and CO2e research.