

Linn Holmgren

MSc in Interaction Design & Technologies

I am a master's student in interaction design, graduating in June of 2025 with a focus on user experience design and research. With a background in cognitive science, I have a strong interest in user-centered design, cognitive ergonomics, and human-machine interaction. Proficient in tools like Figma and Adobe, and I look forward to developing, testing, and refining concepts.



Education

Chalmers University of Technology

MSc in Interaction Design and Technologies | 2023-2025

- Applied design methodology and design process in interaction design with a focus on design issues related to user experience and aesthetics (UX and UI design).
- Conducted qualitative research. Interviews, Focus Groups, Think-Aloud Protocol, Diary Studies, Contextual Inquiry. Used Thematic Analysis and Affinity Diagramming in NVivo and Miro.
- Proficient in SPSS and R software for statistical analysis in user research and testing.
- Created different types of physical and digital prototypes (sketching, coding, and designing interactive prototypes). Arduino knowledge, programmed in C, 3D modeling in Alias (CAD) and Blender, creating mockups in Figma. Worked with Adobe software InDesign, Photoshop, and Illustrator in my spare time to develop skills in graphic design.
- Currently writing my master's thesis with **Volvo Cars** to develop prototypes for in-car display solutions to promote energy-efficient driving through a form of Eco Score. Focus on UX research and design.

University of Gothenburg

BSc in Cognitive Science | 2020-2023

- The interdisciplinary program includes courses on Python programming, AI (machine learning), HCI, Big Data, communication, psychology, neurology, social cognition, linguistics, and methodology (A/B testing, among others).
- Graduated with the thesis "Information transmission on digital platforms", a qualitative study about how digital natives experience complex information before signing agreements and how it can be optimized to capture attention. The thesis was written on behalf of the UX company **WeApp** to develop the insurance company **Sejfa**'s app.

Work Experience

Booking and Guest Relations

Göteborgsfamiljen | 2021-2024

- Managing and optimizing booking systems for multiple units within the group.
- Back-office management, ensuring efficient operations of the business.
- Experience working alongside my studies required skills in time management, teamwork, and communication.

Restaurant Manager

Olssons vin | 2018-2020

- Responsibilities while working at the wine bar as a manager and sommelier included managing the recruitment and development of the team, as well as overseeing scheduling, budgeting, and purchasing for the business.

Head Waitress

Sjömagasinet | 2015-2017

- Working as a head waitress at a Michelin star restaurant gave me the opportunity to learn valuable skills in both interacting with customers and working as part of a team.
- Developed the ability to work independently and take on leadership roles.

Waitress

Hachi-Bei Japanese Bistro | 2014-2015

- First full-time job as a waitress at a Japanese bistro in Sydney, Australia before traveling in Australia, New Zealand, and South-East Asia.

Portfolio

www.linnholmngren.com

Other Activities

Sektionsföreningen KogVet, Vice Chairman | 2020-2023

- Responsible for guest lecture series, sponsors, and communication in a student organization.

Language

Swedish, native • English, bilingual proficiency • German, basic knowledge.