

EXPERIENCE	Lyra Software Engineer & Product Designer Mar 2026 – Apr 2026	Front end for a restaurant point-of-sale app in React Native. Shaped flows and UI details with design and stakeholders, tuned animations in code, and joined user testing during live restaurant service.
	Balance Golf Design Engineer Sep 2025 – Feb 2026	Sole designer and developer of Player Hub, the player app beside the existing Coach Hub. Designed and built in four months with part-time backend support, shipped to the App Store and Google Play. 4.6 from 23 App Store reviews.
	Client projects Product Designer & Software Engineer Feb 2024 – Sep 2025	Short design and build engagements. An influencer campaign app for Scope, design and front end. A React prototype for Visible Care. Map and filter interactions for Panter. UI refinement for Brikkz.
	Lyra Design Lead Dec 2023 – Jun 2025	First design lead for a hotel, hostel and campsite PMS. Built the design system with tokens exported to code, and a design process from brief to handoff, both still in use. Team of three designers supporting 10+ developers. The PMS is now live with customers. Designed the guest app, admin tool and marketing site, and designed and built the web booking engine , now in production.
	AstraZeneca Software Engineer Dec 2022 – Dec 2023	Mobile app for medical research in React Native , with native iOS and Android parts for Bluetooth and video, and a Node and GraphQL backend. The product scope is confidential.
	Västra Götalandsregionen Software Engineer & Product Designer Oct 2022 – Nov 2023	Part-time on the AntiStress app for iOS and Android. Designed and built it to meet WCAG AA , refactored the architecture and added features.
	CEVT Software Engineer Sep 2020 – Dec 2022	Built the Lynk & Co car sharing service in Swift, from architecture to App Store release, and the team won a CEVT Annual Award . Then designed and built an Android proof of concept in Jetpack Compose, and a SwiftUI car connectivity app on Kotlin Multiplatform.
	CEVT Product Designer & Software Engineer Apr 2018 – Sep 2020	Design first, then development, across three rotations. Android infotainment apps with CarPlay and Android Auto , an iOS mobility prototype, and an Android tablet app for a racing customer, designed with a domain expert.
PRODUCTS	Swedspot Software Engineer Jun 2017 – Apr 2018	In-house iOS developer on a car connectivity app, covering development, testing and distribution, and helping with its design.
	Gott iOS · own product Jun 2026	Offline-first shared grocery list where items sort themselves with Apple's on-device Foundation Models . Designed, built and released alone in SwiftUI.
EMPLOYERS	Primea AB Consultant Sep 2020 – Present	Knowit, Apr 2018 – Sep 2020. Swedspot, in-house, Jun 2017 – Apr 2018. Other rows are client assignments.
EDUCATION	Chalmers	M.Sc Interaction Design and Technologies , 2015 – 2017 Thesis at Equilab, design and iOS B.Sc Computer Engineering , 2012 – 2015
SKILLS	Design	Figma, design systems and tokens, interaction design, prototyping, usability testing, accessibility (WCAG AA)
	Build	SwiftUI, UIKit, React Native, Expo, React, TypeScript, Kotlin, Jetpack Compose, Node, GraphQL, Supabase, Claude Code
	Certification	Certified SAFe Agilist
	Languages	Swedish, English