

Carolyn Wegner

(+47) 413-31-367
carolynmwegner@gmail.com
carolynwegner.com

I graduated with a Masters of Interaction Design at the Umeå Institute of Design in northern Sweden and a B.A in Landscape Architecture from University of California, Berkeley. I am a user experience designer that explores ethical and accessible digital products, and I have a love for services and systems that challenge the status quo. I currently work at Designit, Oslo.

EXPERIENCE

Designit, Oslo, Norway — *Senior User Experience Designer*

November 2020 - present

My work as a UX designer falls at the intersection of developing digital platforms, prototyping, and testing, to systems, service design, and research. Most work is conducted as a member of in-house design and engineering teams.

Clients include DNB, where for the past year I have worked in a team focused on authentication and identity experiences, which span across teams and customer segments. Previously I was embedded in a team at Cisco, where I worked for one year to develop their device management platform, a product used globally for all Cisco endpoints. I have also worked for international insurance and financial services companies, and the Norwegian livestock welfare and management organization, among others.

Additionally, I am part of the marketing team, helping to coordinate strategy and produce content for our social media, spanning between our Oslo and global digital presence. I am also the Working Environment Safety Representative (AMU).

Laerdal Global Health, Stavanger, Norway — *Master Thesis*

January 2020 - June 2020

Rio, a hybrid social chat and professional education platform which facilitates and supports continuous midwife education. It is powered by social interaction, knowledge exchange, and democratization of information, and operates on a foundation of evidence based medical guidelines. Rio also challenges the ubiquitous nature of WhatsApp in the medical context by addressing and rethinking the generation, use, and storage of patient data.

Laerdal Medical, Stavanger, Norway — *Service Design Intern*

March 2019 - August 2019

I conducted an independent project focusing on IOT in the medical simulation education sector. This involved synthesizing current challenges in simulation education and utilizing user data received from smart manikins and existing services and cloud platforms. I proposed a solution that elevated the functionality of the existing Laerdal systems, as well as introduce new technologies that promote user engagement in simulation onboarding and education.

HONORS & AWARDS

Umea Institute of Design

2017-2020, Merit-based Academic Scholarship

IxDA Interaction Design Awards,
2019, Shortlisted Student Project

Tangible Embedded & Embodied Interaction Conference , 2019,
Student Design Challenge

Student Interaction Design Research Conference, 2018,
Student Paper Selection

Participatory Design Conference
2018, Student Service Design Project Recognition

American Society of Landscape Architecture, 2012, Honor Award

College of Environmental Design
2012, CLASS Fund Scholarship

College of Environmental Design
2012, Student Commencement Speaker, Graduation Ceremony

SKILLS

UX/UI, service design, qualitative/ethnographic research, wireframing/process flows, service blueprints, user journeys, systems design, user testing, prototyping, workshop facilitation/ co-creation, design fiction & speculative design prompts, graphic narratives and storyboarding, videography, photography, project planning and client management.

Designit, Oslo, Norway — UX/UI & Service Design Intern

August 2018 - March 2019

I worked with a variety of large clients ranging from public art services, to health organizations, to financial corporations. These clients' projects fell on the spectrum of UI and UX, to business strategy and systems design. Projects consisted of initial proposals, research design and synthesis of findings, idealization and iterative prototyping, and user testing.

Svenska Institutet, Stockholm, Sweden — Digital Ambassador

September 2017 - June 2018

Independent Contractor, San Francisco, USA — Production Assistant

September 2016 - August 2017

SurfaceDesign Inc, San Francisco, USA — Designer

January 2015 - August 2016

EDUCATION AND OTHER COURSEWORK

Umea Institute of Design, Umea, Sweden— Master of Fine Art, Interaction Design

August 2017 - June 2020

Master Thesis collaboration with Laerdal Global Health, Tanzania, Gender and Equality
Student Representative – Stallvarket Student Union

University of California at Berkeley, College of Environmental Design, Berkeley, USA —Bachelor of Art in Landscape Architecture, Minor in Sustainable Design

September 2008 - June 2012

Graduated Cum Laude, American Society of Landscape Architects Student Chapter; Chair of Service and Outreach, Cal Cycling & Cal Climbing

International Association of Accessibility Professionals, CPAAC

August 2022 - Ongoing

Coursework through the International Association of Accessibility Professionals (IAAP): Certified Professional in Accessibility Core Competencies program (CPAAC) to gain fundamental knowledge in designing for accessibility.

HyperIsland, Leading Teams Course

October 2021 - December 2021

Certificate course on effective team leadership. Modules include: Creating effective teams, Team culture for handling change, Prototyping new ways of working, Transforming conflict, DEI, Continuous team development

SOFTWARE

Adobe Creative Suite (PS, AI, ID, AE, PR, XD), Figma, Sketch, Miro, AutoCAD

LANGUAGES

English (native)
French (basic)
Norwegian (A1)

MISCELLANEOUS

Designit, Oslo

Working Environment Safety Representative (AMU)

Berkeley Highschool

Women's Mountain Biking
Volunteer Coach

Point Blue Conservation

Lab Volunteer for Farallones
Marine Sanctuary, Soundscapes to Landscapes Bird Song Algorithm
Trainer

University Botanical Garden

Horticulture Volunteer