

Torsten Hansson  
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Interaction design MSc BSc  
Ormvråksg. 22, 215 62 Malmö  
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Interaction designer and illustrator interested in technology and playfulness.

## Skills



### Interaction design

Prototyping, Sketching, User-centered design, UX design, Wireframing.



### Design software

Adobe Illustrator, Indesign, Photoshop, Premiere, After Effects.



### Programming

Arduino, Javascript, Processing/Java, HTML/CSS/PHP/SQL.



### Languages

English, Swedish.



## Working Experience

2017-03—2016-10  
Graphic design intern

Animus Home, MINC, Anckargripsg. 3, Malmö (6 months)  
Took part in user experience design, illustration and marketing.

2017-01—2014-11  
Game Jam Facilitator

Malmö University/Media Evolution/MINC, Malmö, [malmojamstoo.com](http://malmojamstoo.com)  
Planned and hosted 5 game jam events from own initiatives. We include evaluations and wrote a shortform research paper as a result.

2016-11—2014-01  
Sign illustrator

Starbucks, Centralplan 1, Malmö  
Designed and made signage work towards promotional campaigns for the outside café board. There have been 18 boards designed.

2016-07—2009-06  
Administrator

iScribble: Interactive drawing and chatting, [iscribble.net](http://iscribble.net)  
I help manage and moderate community-related situations voluntarily.

2015-12—2015-11  
Developer/UX Design

IBM, Västra Varvsg. 19, Malmö (7 weeks)  
Voluntarily contributed to the IBM Bluemix project. Included a hackathon event. Bluemix is a cloud-based development platform as a service.

2015-10—2014-10  
Illustrator

Lunds Universitet/freelance, Lund/Malmö  
Assisted with various logotype/branding work and, for example, made documentation in the form of illustrations for clients.

2015-01—2014-11  
Mentor

Malmö University, Östra Varvsg. 11A, Malmö  
Helped supervise, assist student lab work, give presentation critique and grade assignments to media and design classes.

2014-05—2014-04  
Interaction designer

Arduino Verkstad AB, MINC, Anckargripsg. 3, Malmö  
Helped create small exercises for a young target group for the first project during the time the company started up.



## Educational Background

2014-09—2012-09

Malmö University, Interaction Design Masters (MSc)

2012-05—2009-09

Malmö University, Interaction Design Bachelors (BSc)

2005-05—2003-08

Södra Vätterbygdens Folkhögskola, Allmän Linje

2003-05—2002-08

Falkenbergs Konstskola, Konstnärlig Grundutbildning I

2002-06—2000-05

American International School in Abu Dhabi, IB Higher Level Art

References and details provided on request.