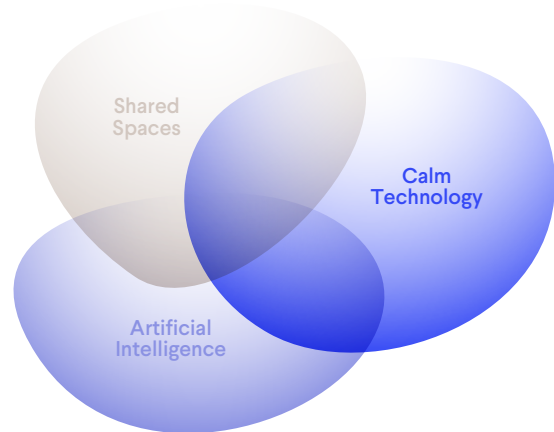


Motivation

I hope to discover new, unobtrusive ways of enabling humans to upgrade and refine their capacities by designing functional and elegant solutions whose effectiveness transcends their medium.



Languages

- English (5 dots)
- Norwegian (5 dots)
- Spanish . (1 dot)
- Javascript (4 dots)
- HTML/CSS (5 dots)
- Python .. (2 dots)
- C/C++ ... (3 dots)

Software

- Sketch / Illustrator
- Principle
- After Effects + C4D
- Premiere Pro
- Ableton Live
- Fusion 360
- etc ...

Experience

Hardware + Software

Worked on IoT solutions combining both physical and digital components.

Machine Learning

Experience programming neural networks according to design considerations.

Co-Design with Users

Always striving to involve users in every part of the design process.

Industrial Design + CAD

Life-long passion for industrial design, not afraid to get my hands dirty.

Front-End Development

Previously employed as front-end developer, specializing in React Native.

Graphic, Motion, & UI Design

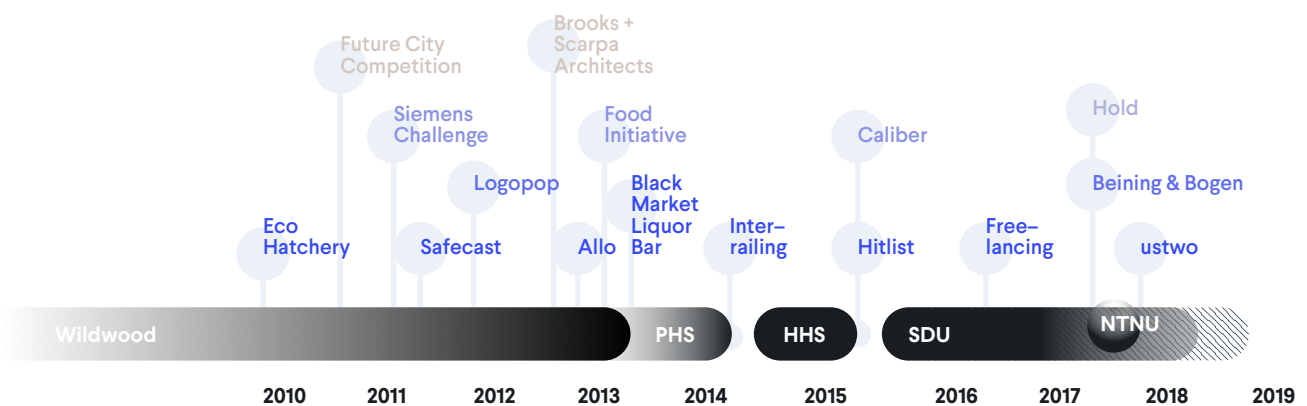
Several years experience designing logos, print, animated videos, and digital UIs.

Agile Business Mindset

Balancing competitive instinct and careful risk management.

Public Speaking

Designing things with intent to present, and I enjoy presenting.



Paul Thorstein Nylund [↗]

Interaction Design Engineer

hello@paulnylund.com / +1 424 256 6487 / Citizen of Norway and the United States

[Dribbble](#) / [Instagram](#) / [LinkedIn](#) / [Medium](#)

Education

B.Eng. Interaction Design

[University of Southern Denmark \(SDU\)](#), Sønderborg, Denmark
August 2015 - January 2019

M.Eng. Industrial Design / Interaction Design (Exchange)

[Norwegian University of Science and Technology \(NTNU\)](#), Trondheim, Norway
August 2017 - December 2017

Skills / Tools

After Effects, Artificial Neural Networks / Fuzzy Reasoning, C++, Design Process, Electronics, Embedded C, Fusion 360, HTML5 / CSS3, Illustrator, Indesign, Javascript, Keynote, Lean Startups, PCB Prototyping, Photoshop, Principle, Public Speaking, Quick Prototyping, React Native / ReactJS, Sketch, Sketching, User Personas, User Research, Writing

Coursework

Advanced Calculus, Advanced Programming, Cognitive Architectures, Concept Design of Product with Software-Based User Interface, Design Theory, Dynamics, Electronic Concept Design, Embedded Systems, Human-Computer Interaction, Javascript, Linear Algebra, Materials, Mechanical Concept Design, Probability Theory, Sensors and Electronics, Statics, User Centered Design Process

Work Experience

Interaction Design Intern

[Ustwo](#), Malmö, Sweden
February 2018 - July 2018

Front-End Developer (Summer)

[Hold AS](#), Oslo, Norway
July 2017 - August 2017
Developed front-end with React Native, consulted on UX optimization.

UX Designer (Summer)

[Beining & Bogen](#), Oslo, Norway
June 2017 - August 2017
Designed refresh of portfolio website, collaborated on UX of home IoT system.

Founder

[Pyrite](#), Sønderborg, Denmark
January 2016 - January 2017
Designed cross-platform UI and UX for a 'digital referral network that reveals new connections and opportunities for everyday life.'

Design Intern (Summer)

[Caliber](#), New York, NY
June 2015 - August 2015
Standardized iOS and Android UI to increase engagement, onboarding process, designed graphics for ad banners.

Design Intern (Summer)

[Hitlist](#), New York, NY
June 2015 - August 2015
Designed UX, UI, and developed front-end of newsletter to increase click-through rate, explored new features for the iOS app.

Researcher (High School)

[Safecast](#), Los Angeles, CA
September 2011 - May 2012
Developed concentric model of radioactive fallout from Fukushima meltdown in 2010. Forecasted future decay of radiation using best-fit model.

Intern (High School)

[Brooks + Scarpa Architects](#), Los Angeles, CA
October 2012 - May 2013
Built architectural models for major proposals, including Los Angeles Courthouse.

Front-End Developer (Summer) @ [Tabletop Financial](#), New York, NY, June 2016 - August 2016

Front-End Developer (Summer) @ [B-Roll](#), New York, NY, June 2016 - August 2016

Kitchen Assistant (Summer) @ [Black Market Liquor Bar](#), Studio City, CA, July 2013 - August 2013

Industrial Design Consultant (High School) @ [Allo](#), Los Angeles, CA, 2013

Graphic Designer (High School) @ [Logopop Designs](#), Los Angeles, CA, January 2012 - April 2013

Video Editor, UX Designer (High School) @ [Eco Hatchery Apps](#), Los Angeles, CA, 2010 - 2013

Founder (High School) @ [FoodInitiative.org](#), Los Angeles, CA, May 2013 - March 2014