

# CHRISTOPHER TEVES

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## I have...

...a **desire** to **challenge** and reach new levels as an interactive designer in a **challenging, creative** and active environment. My **goal** is to **improve** myself and the world by **developing** and **creating** new possibilities. Having an eye for detail, I'm experienced in web, **UI/UX** design.

## Where I do/did my stuff

CONSID AB

Malmö

2016 - Current

### UI/UX Designer

- Conducting **user research** and **analysis** on various projects based on **client** needs
- **Designing** and **creating interactive prototypes** for different projects using tools such as **Sketch** and **Principle**
- **Designing** and **creating** content materials for clients to use in future projects and web
- **Front-end development** in **Bootstrap**, **LESS/SASS**
- Working in an agile environment using the **SCRUM** method

KNOWIT DS

Malmö

2015 - 2016

### UI/UX Designer - Front-end developer

- Conducted **user-behavior** research
- Designed mockups in **Sketch** and **invision** based on user data
- **Designed** and **developed responsive** websites based on customer needs
- Worked in a **SCRUM** environment using **Sprints** in projects
- **Front-end development** in **Bootstrap**, **SASS/LEES** and **HTML5**

SURFTOWN A/S

Copenhagen

2013 - 2015

### Web/UX Designer

- **Designed responsive** websites based on customer needs
- Designed by using **DMS Pagelines** as a framework and tools such as **Adobe CC**
- **Front-end development** in **CSS3**, **HTML5**, and **Javascript**
- **Responsible** for **managing client** websites through WP-multisite using **SaaS** as a delivery model
- Used project and client management tools such as **Basecamp** and **HostBill** to handle multiple projects
- Assisted the **development team** in **designing User Experience** with tools such as **Photoshop**. Work included **brainstorming mapping**, **personas**, **sketching**, **wireframes** and **prototyping**
- Provided customer support

## Weapons of choice

- **Design tools** - Principle, Sketch 3, Photoshop, Illustrator, Balsamiq mockup, Flash, Invision
- **Programming** - Bootstrap, HTML5, CSS3, Javascript, Gulp, ActionScript 3.0
- **Other** - Arduino, Wordpress, Android SDK, Unity 3D, Git, Pagelines, Basecamp, Visual Studio

## + Bonus

Speak **English, Swedish and Danish**, Organizer, great communication skills, composed in times of high stress, challenge-seeker, loves to laugh, sport enthusiast, huge gamer

REDWOOD AGILE

St.Ptrsburg, FL

2013

### UI Designer - Apprentice

- Worked on various online based projects, which included **user research**, **sketching** and **wireframes**
- **Managing web prototypes** using **Chrome Dev-tools**
- **Front-end development** including **HTML**, **CSS** and **Javascript**
- **Developed** and **designed** on our projects using **Basecamp** and **Git**

EMUES.com

Malmö

2012

### Digital Designer - Freelance

- **Designed concepts** in the form of **sketches** and **wireframes** for their website which was collaborated with the CEO
- **Created** and **designed** templates which was used in **developing** their website
- Held meetings about **ideas** and **designs** of future projects together with the Creative Director and CEO

CTED

Malmö

2011

### Thesis/Intern

- **Developed** and **designed** an **application** as part of my thesis and final product
- Collaborated with the design and development team to generate **concept ideas** that would support my thesis
- Performed **User Experience design** by conducting **multiple research**, **user testing** and **prototyping**
- Used **Actionscript 3.0** and **Adobe Flash** to **create** and **develop** the **application prototype** which would provide sufficient information to support my thesis
- Managed concept presentation material for client pitches

## Source of Wisdom

### INTERACTION DESIGN, 2007 - 2012

Bachelor's Degree, B.A, BSc

School of Arts and Communications , Malmö University

### DESIGN OF INFORMATION SYSTEMS, 2005 - 2007

Lund University, Lund

## References

Available upon request