MD

MATILDA DAVIDSSON

**Design Engineer,
Interaction Design Student**

I am a creative Design Engineer currently pursuing my master's in Interaction Design, always seeking new experiences and challenges to elevate my skills. My passion for visual design allows me to bring my visions to life and let my creativity thrive. I am committed to blending aesthetics with technical solutions through thoughtful design and effective communication, always prioritizing the user's needs.

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Swedish — Native Language
English — Advanced
Driving License — B

Experience

**JUN 2025
AUG 2025** — **User Interaction Design Summer Intern**
Zeekr Technology Europe
Developing GUI guidelines for in-house extensions in the software SystemWeaver.

**MAY 2024
PRESENT** — **Salesperson**
ARKET, Gothenburg
Cashier, customer service, clothing management

**JAN 2024
JUN 2024** — **Bachelor Thesis**
Invencon AB
Application interface design for shooting training, connected to a portable shooting range.

**MAY 2023
MAY 2024** — **Public Relations Manager**
HARM, Chalmers
Social media responsibility, event marketing and catalogue design for career fair

**AUG 2019
APRIL 2020** — **Team Leader, Warehouse**
Kalaskungen, Munkedal
Supervisor for a small group of co-workers, administration and operations responsibility

Education

AUG 2024 — PRESENT

M.Sc. Interaction Design and Technologies

Chalmers University of Technology

This interdisciplinary program focuses on designing user-centered digital applications with an emphasis on usability, ethics, sustainability, and accessibility. The curriculum covers design processes, prototyping, human-centered design, interactive simulations, and game development. Through hands-on projects, students work with both established and emerging technologies, preparing them to create efficient and engaging user experiences across platforms.

AUG 2021 — JUN 2024

B.Sc. Industrial Design and Product Development

Chalmers University of Technology

During my bachelor's, I've become proficient in the full product development process. My skills in communicative models and digital visualization tools have allowed me to develop products that are functional, innovative, aesthetically appealing, and meet users' needs. The most enjoyable aspect has been engaging in the entire process, from studying user behaviours to holding a physical result in hand.

Skills

Product Development
UX/UI Design
Design Methodology
User Studies
Usability

HTML/CSS
Python
Problem Solving
Prototyping
3D-modelling

Softwares

Figma   Illustrator   Photoshop   InDesign   Procreate

Autodesk Alias   Catia V5   Autodesk Fusion   Onshape