

ANNA BRINCK

User Experience Designer

contact@annabrinck.com

(206) 245-0802

www.annabrinck.com

Summary

Experienced professional looking for creative challenges in the fields of user experience design and information architecture. Strong background in mobile application and UI framework design. Combining the needs of the users with the goals of product management, marketing and sales, user research and software testing to ensure the best possible experience, in close co-operation with visual design, software development, user guidance writers, localization and translators.

Past Experience

Microsoft 9/2013 - present

User Experience Designer, Skype (consulting contract)
Designing experiences for online communication in both professional and personal environments with Lync and Skype.

Moxie Software 10/2012-11/2012

User Experience Designer (consulting contract)
Updating the look and interaction design of the company's main product, an online chat UI (both for desktop and mobile) for conversations between a consumer and a customer representative

SanMar 6/2011-12/2011

User Experience Architect
Leading a small creative team to establish UX processes and guidelines for the company's website renewal project and their new mobile offering. UX design for all ongoing projects in both web and mobile (layout wireframes, prototypes, mockups, site maps, flow diagrams, interviews, testing)

Nokia

Interaction Designer, Maemo Devices 2/2008 - 11/2009
Interaction design for applications mostly in the communications area (phone calls, video calls, VoIP, conference calls, Email, SMS, MMS, IM, presence, social network management) for the software platform that became the N9 product.

Senior UI Designer, S60 Platform 04/2007 - 02/2008

UI Design Engineer, S60 Platform 05/2004 - 04/2007

Overall user experience design responsibility of several applications within the S60 software platform (including Data synchronization, Email and Application installation). Also participated in various platform-level projects, contributed to the S60 UI style evolution and enhancing internal design processes and tools.

Specialities

User experience, information architecture, mobile devices and interfaces, concept creation, brainstorming, user patterns and task flows, layout design, wireframes, interaction method design, UI framework and UI style design, design documentation, functional specifications, use case scenarios, heuristics, prototypes, site maps, usability testing, focus groups, interviews, walkthroughs

Education

MSc. (Interactive technology), University of Tampere, Finland, 2005

BSc. (Interactive technology), University of Tampere, Finland, 2005

Diploma in Digital Design, the Art Institute of Seattle, Seattle WA, 2011

Languages

- Finnish - native
- English - fluent spoken and written
- Swedish - conversational
- Romanian - basics

Software

- MS Visio / Omnigraffle / Axure for UI flows, wireframes and prototypes
- Basics in Adobe Flash, HTML and CSS
- Adobe Illustrator, InDesign, Photoshop, DreamWeaver CS5
- Presentations and documentation: MS Office applications, OneNote
- JIRA for project management tasks