



Mads Moeskjær Hansen / Digital Designer

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Profile

With a Master's degree in Digital Design I possess the newest knowlegde of concept development, interaction design and UX design. These skills are both based on theoretical and practical knowledge, as my education has given me experience with a wide range of design tasks. I am very interested in the crossing boundaries of the digital and physical environment as I believe this is a field of possibilities just waiting to be released.

With a wide theoretical and practical digital understanding you will get an allround and adaptive profile, who will easily become part of the daily work.

Relevant Tools:

Photoshop

Axure

Processing

HTML/CSS

C#

Education

- 2015** | **Master's degree in Digital Design, Aarhus University**
Interaction Design - 3D Interaction - Project Management
Social Media - Digital Culture - Web Communication
- 2012** | **Bachelor's degree in Digital Design, Aarhus University**
Interaction Design - Design for Use - Experience Design
Digital Aesthetics - Design Processes - Programming
- 2009** | **The Higher Commercial Examination (hhx) , Vestjydsk Handelsskole**
- 2008** | **Business Economics & IT**
- 2005** | **Business Economics & IT**

Professional Experience

- 2015** | **Media Operator, Arnsbo Property Media Aps**
 - Produce real estate videos for Home and EDC
 - Assist the financial department with invoicing
- 2013** | **Sales Consultant, TM Partner A/S**
 - Telephone sale of magazines
- 2010** | **Production Operative, Vestjydsk Industrilakering A/S**
 - Crane Operator
- 2009** | **Production Operative, Vestjydsk Industrilakering A/S**
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Qualifications

Experience with:

App Development	Graphic Design
Interaction Design	Programming
UI / UX Design	Game Design
Concept Development	Digital Campaigns
Prototyping	Digital Installations

Creativity

Photoshop	★★★★★
LightRoom	★★★★★
InDesign	★★★★★
Unity	★★★★★
3DS Max	★★
Axure	★★

Programming

C#	★★★★★
Processing	★★★★★
Java	★★★★
HTML/CSS	★★★★
Objective-C	★★
JavaScript	★★

Personal Competencies

Quality-focused

I believe good design is created in the small details and therefore I strive to deliver high qualitative work. Quality is secured through workshops and user testing.

Flexible

I am very structured both at work and private. Structure gives me the comfort to act flexible without things getting chaotic, which I believe is important in a changing work environment.

Independent

I am used to solve both graphical and programming related challenges independently, and with a broad knowledge of IT I can easily become operational with new digital tools.

Language

Danish & English: Fluently written/oral

Hobbies

I like to challenge my creativity by devising different kinds of **digital concepts**, as well as improving my skills in the fields of **photography**, **graphic design** and **app development**.
Additionally I have great interest in football and I stay fit by running.

Testimonial

Arnsbo Property Media

"Mads has been an important part of the team and always delivers a good effort and high quality in his work. He sets high standards for himself and his performance and he is a very pleasant employee who is responsible, competent and a quick learner. He naturally masters the balance between practising high quality and maintaining a high tempo in the video productions."

"Furthermore, Mads has been assisting the financial department with invoicing - a task of trust that requires thoroughness and concentration as well as self-discipline. Mads has always solved this task with excellence and our financial department has been particularly pleased with him." [translated from danish]

- Anne Korsgaard Kjeldahl
Head of Production

Portfolio

2014

Bomba / Mobile Game

Co-located, multiplayer mobile game for 3 players, taking place across the digital and the physical space, as the players' physical presence is an active asset in the interactions of the game.

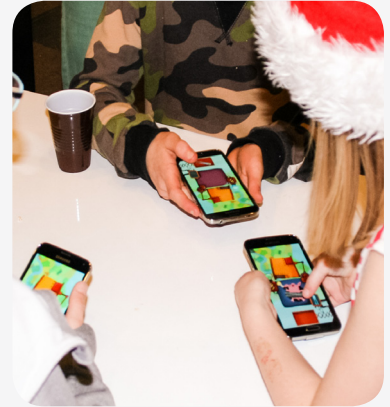
The goal was to strengthen co-presence in mobile gaming.

Bomba was part of my Master's Thesis, that was **graded A**

Unity3D

C#

Photoshop



2014

PayMate / Mobile App

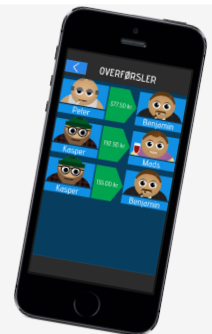
Utility app helping to split expenses between friends e.g. after events, where several people have paid for shared expenses.

PayMate is available on the **App Store**.

Xcode

Objective-C

Photoshop



2013

Hack-it / Computer Game

2-player co-op computer game, where players interact in different ways - one with keyboard, mouse and monitor - the other with an interactive table.

The goal was to strengthen the cooperation between the players by giving them different roles and possibilities in the game.

Hack-it was developed in the course 3D Interaction, and was **graded A**.

Unity3D

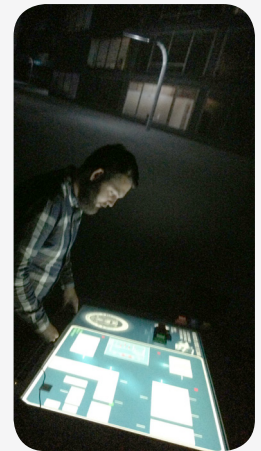
C#

JavaScript

Photoshop

3D Studio Max

Interactive Table



2011

Illuminated Presence / Digital Installation

Installation for city parks, where trees are illuminated by the colors red, yellow and green. The trees pulses when a person is nearby and changes color when touched.

The goal was to create life in parks after sunset and let the trees illuminate the presence of people.

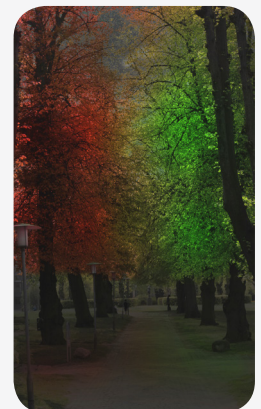
At an expo Illuminated Presence was awarded **Most creative idea** by Østjysk Innovation.

MaxMSP

Arduino

Photoshop

After Effects



More projects are available at madsmoeskjaer.dk