Douglas Driving

A versatile, human-centered product developer passionate about creating meaningful & novel experiences through games, web apps, and digital products.

Skills

📦 Product Development

A thorough knowledge of the product development process from idea to launch. Able to do project planning & management, research, ideate & conceptualize, craft prototypes & mockups, evaluate concepts, & communicate ideas to different stakeholders.

🧍 User Research & Testing

Comfortable working with user-centered design practices & utilize different research techniques, prototyping, user tests, & co-design workshops to craft relevant products & services.

💻 Web Development

Can script and deploy full-stack web apps using React, NodeJS, and Postgres.

Tools and software

Tools and software I have experience using. <u>Underlined</u> tools are those that I am especially skilled in

Design Software

<u>Adobe Illustrator</u>, Affinity Designer, Sketch, Blender, Figma

Scripting Languages

<u>Javascript</u>, Typescript, Node, Express, Postgres, <u>React</u>, React Native, HTML, CSS, Firebase, C#

Game Engines

<u>Unity</u>, Unreal Engine, Game Maker Studio, Godot

Languages

Swedish (native), English (C2), and Spanish (B1)

Education

[M.Sc. in Design and Product Development (2015 - 2020, 5 years)](#)

LINKÖPING UNIVERSITY, LINKÖPING, SWEDEN

I learned to develop innovative solutions to real-world problems through products and services. I focused mainly on user-centered design through courses in interaction design, service design, experience design, and user-driven product development. During the program, I got to plan and manage many different product development projects and present/argue for the solution.

Experience

App Developer (January 2022 - April 2023, 1 year 4 months)

SELF-EMPLOYED AT [UNWRITTEN](#)

Unwritten is a mobile game in which players write creative stories together. The game was designed and developed solely by me. I managed the project plan, designed the game systems, developed using React Native, NodeJS, and Postgres, conducted playtesting, and managed the app launch on google play.

Service Designer (2020 - 2021, 1 year 4 months)

[SAMORDNINGSFÖRBUNDET CENTRALA ÖSTERGÖTLAND](#), LINKÖPING, SWEDEN

Worked on a variety of public products & services for people far from the labor market in Sweden. Tasks included user research, prototyping & user testing, workshop facilitation, and UX design.

UX Summer Intern (2019, 3 months)

[DSPATCH](#), TROLLHÄTTAN, SWEDEN

At the start-up company dspatch, I conducted user interviews, competitor research, and web development in the early stage for their crowd-sourced transportation service.

Contact Details

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