



Clara Isabel Skensved

CO-DESIGN · USER INVOLVEMENT · PROBLEM FRAMING

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Profile

I am an analytical and methodologically strong interaction designer with a deep understanding of user research, exploration of future scenarios, and problem framing. I am experienced in planning, facilitating, and analyzing data-driven projects using design methods and tools.

Relevant Experience

TEACHING ASSISTANT

IT-university of Copenhagen

Teaching qualitative research methods, facilitating and planning exercises and workshops, delivering presentations to 120+ students, mentoring projects, and conveying theory and methodology.

📅 08/2023-01/2024

📍 Copenhagen

UI/UX STUDENT ASSISTANT

Skifte-straffe programmet, Domstolsstyrelsen

Implementation of existing design insights through wireframes, planning, and facilitation of internal workshops

📅 06/2022-05/2023

📍 Copenhagen

STUDENT ASSISTENT

Center for Computing Education Research

Visual identity + logo, website setup in Sitecore, and coordination of the launch event.

📅 08/2020-12/2020

📍 Copenhagen

WORK IN THE SERVICE INDUSTRY

The Laundromat Cafe, CO-MA bistro & The Grand Brighton Hotel

Waiter, Bartender, and Receptionist

Direct customer interaction

📅 2015-2018

📍 Copenhagen + Brighton, UK

Education

Master's in Digital Design and Interactive Technologies, Cand.IT

Specialization in Interaction- and Co-Design

📅 2022-2024

📍 IT-university of Copenhagen

Bachelor in Digital Design and Interactive Technologies, BSc

Focus on Speculative and UX Design

📅 2019-2022

📍 IT-university of Copenhagen

Holbæk kunsthøjskole

Focus on Graphic Design & Screen Printing

📅 Autumn 2019

📍 Holbæk

Skills

- Facilitation and Communication
- Workshops (both online and in-person)
- Project Management
- Problem Framing
- User Research & Involvement
- Context aware Interviews
- Stakeholder Management
- Futuring & Exploration of Future Scenarios
- Qualitative Analysis
- Figma, Miro & Mural

Projects

ELECTRICITY CONSUMPTION AMONGST YOUTH

In collaboration with the app Min Strøm

A project focusing on involving an underrepresented user group through **design interventions** and **co-design** over a 6-week period, including **interviews**, **self-reporting**, and **workshops**.

Result: Three **actionable design directions** for further development.

ONLINE SHOPPING AND UX CONVENTIONS

An **app-based concept** challenging existing **e-commerce** design practices through **speculative design**, with a focus on **sustainable practices** and **social responsibility**. The concept, created using **futuring**, aimed to challenge current assumptions and explore possible futures. The **Figma-based prototype** was **user-tested** using the **Talk-Aloud Protocol**.

VISUAL IDENTITY FOR MEOO.DK (2024)

Developed the **visual identity** for Meoo, an app designed to help users navigate diagnostic processes and life after a diagnosis. This work included **logo design**, **illustrations**, and **user interface design**.

ACCESSIBILITY OF INFORMATION

In collaboration with Madskoler.dk

Based on a brief focused on potential resource savings, we used **TLMBC**, **VPC**, and **empathy mapping** to identify and evaluate the presented problem through different **problem framings**, resulting in an implemented **redesign** of their website. My primary role was **facilitation**, **stakeholder engagement**, and **ideation**.