



Marcus Wiman

UX Designer, Stockholm

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Who am I? 🤝

A UX/UI Designer with a curious, problem-oriented mindset, exploring design challenges from multiple perspectives and taking ownership of research, structure, and design decisions. Strong interest in user research and usability testing, with a focus on uncovering the root causes of user friction.

In this role, the goal is to contribute to thoughtful, user-centered design solutions while continuing to grow as a designer, bringing structure, curiosity, and a strong sense of responsibility.

Work Experience

2025 / Dec - Present

UX Designer (Internship), Flowscape, Stockholm

Working with UX design and research in a cross-functional product team, as the UX designer responsible for an independent redesign project of an internal interface. Conducting user interviews and usability testing, and creating wireframes and prototypes in Figma.

2025 / Aug - Present

Assistance Coordinator (Part-Time), SOS International, Stockholm

Coordinated complex cases in high-pressure situations with a focus on clear communication, prioritization, and understanding the user's needs.

2024 / Aug - 2025 / Aug

Assistance Coordinator (Full-Time), SOS International, Stockholm

2022 / Jan - Present

Guitarist / Songwriter / Producer (Freelance), Self-employed

Working within live and studio music production, songwriting, delivering session work, and independently releasing music through artist collaborations.

Education

2024 / Aug - 2026 / May

Nackademin, UX Designer, Stockholm

Education in user-centered design with a focus on interaction design, prototyping, user testing, accessibility, ethics, and LIA internship through real-world projects.

2016 / Aug - 2022 / Jun

Folk High School, Music Education, Stockholm

Music education with a focus on guitar, songwriting, music production, ensemble performance, and creative collaboration.

Technical Skills

- **Figma** – Strong proficiency (wireframing, prototyping, components, FigJam)
- **User Research** – User interviews, usability testing, synthesis
- **Accessibility** – WCAG (foundational knowledge & an extra eye for A11y)
- **Interaction Design & User Flows** – Structuring and validating user journeys

Languages

- **Swedish** – Native speaker
- **English** – Fluent

How I work

- Question assumptions when something feels unclear instead of pushing forward blindly
- Prioritize listening and understanding the user's perspective, especially under time constraints
- Dive deep into areas of interest, currently analytics, to support design decisions
- Thrive in open, social teams where ideas are discussed, challenged, and refined collaboratively

Personal

I am a curious and reflective person who thrives in environments centered around problem-solving, collaboration, and continuous learning. Outside of my studies and work, I spend a lot of time creating music, which has trained me in iterative processes, working with feedback, and bringing structure to ambiguous problems. I value open and social teams where ideas are discussed, challenged, and developed together, and where asking questions is encouraged alongside taking responsibility.

References

References available upon request.