



Anja Bedrick

Interaction Designer

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Work Experience

UX Design Intern / SEED Studio UX/UI Design

Feb 2023 - April 2023, Amsterdam

SEED Studio is a design studio based in Amsterdam.

- Played the **UX Designer** role as well as **UI** creator and in-house process illustrator.
- Utilized **MidJourney** in its early stages for graphic design visual production, and created original 3D visuals using **Blender** for marketing.
- Overhauled two client websites from scratch, wireframing in Figma and refining in Adobe.

Motion Designer / FLEXeCHARGE, Copenhagen Clean Energy Brand Design

May 2021 - March 2022

FLEXeCHARGE is a clean energy load management scaleup based in Copenhagen

- Created and compiled a company-wide **design hierarchy** from scratch based on client feedback and research.
- Designed and **animated original website graphics** using Illustrator and After Effects, delivered as json-based lottie files.
- Overhauled LinkedIn **brand identity**: designed banner, profile pictures, and visual content.

Digital Designer / Aplovin, San Francisco Game Marketing

June 2020 - Aug 2022

Aplovin Corporation is a global game marketing platform based in San Francisco

- Leveraged skills in **Adobe** After Effects, Photoshop, Premiere Pro, and Illustrator to efficiently bring weekly original concepts to life.
- Produced **original artwork** for use in advertisements and app icons for the App Store and Play Store, refined with **A/B testing**.
- Incorporated constantly evolving user **data trends** into weekly projects.
- Facilitated **task management** in Asana, generating original scripts and tasks for actors.

Education

Digital Transformation Trainee / Digital Society School Interaction Design AI

Sept 2022 - Jan 2023, Amsterdam

- Partnered with the EU funded **Rathenau Institute** to conduct **creative research** into the effect of developing immersive technology on underrepresented communities.
- Partnered with the OBA Public Library system to **test prototype iterations** with continuous community and stakeholder feedback.
- Using **SCRUM** methodology, I acted as **Tools and Instruments master**: responsible for **interactive prototyping** in Figma, and executing final **motion-capture** design by **training pose models** on Teachable Machine.

University of Oregon / Dual BA in Art&Tech and Political Science

Sept 2018 - June 2022, Eugene

- 3.65 GPA, Dean's List Honoree, study abroad scholarship recipient.
- Completed coursework focused in **Computer Science, Art & Technology and Political Science** departments lend to my human centered design approach.

Skills

Visual Design Motion Design

Prototyping Wireframing

UX Design UI Design

Information Architecture

Storyboards Graphic Design

Typography

Tools

Adobe Creative Suite Unity

Blender Figma

Office 365 GSuite

Asana Trello Jira

After Effects Illustrator

Photoshop Premiere Pro

InDesign MidJourney

Process

Agile SCRUM

Kanban Iterative Design

A/B Testing Lean UX

User Journeys Collaboration

Awards

Little Falls Award for Excellence

Science and Comics Fellowship

GEO Study Abroad Scholarship

Dean's List Academic Honoree