

Catrine Demczur

UX Designer in training – passionate about creating meaningful and user-centered experiences

Contact

Örebro, Sweden

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[Linkedin-profile](#)

Education

FutureGames – Experience Designer

Sep 2024 – May 2026

Örebro University – Teacher Education (Preschool, After-School, F-3)

2008 – 2012

Relevant Experience

UX & Design Projects (FutureGames)

2024 – present

- Concept development and prototyping in Figma
- User research, surveys, and interviews
- Design methods based on the Double Diamond framework
- Team collaboration with developers and designers

AcadeMedia – UX School Project

2024

- Designed a digital prototype of conversation cards for students (grades 6–9) to support discussions about mental health and education.
- Contributed to research, survey design, interviews, and prototyping in Figma (desktop & iPad).

Game Website Prototype – Collaboration Project

2024

- Worked with game developers and designers to create a prototype website showcasing game information, developer profiles, and related content.
- Role: concept development and creating frames in Figma.

Skills

- UX/UI Design (Figma, Prototyping, Wireframing)
- User Research & Testing (Interviews, Surveys, Usability Testing)
- Design Thinking & Double Diamond Framework
- Team Collaboration & Concept Development
- Strong communication and problem-solving skills

Languages

- Swedish (native)
- English (fluent)
- Polish & Ukrainian (conversational)

Work Experience

Örebro Kommun – Teacher Education (Preschool, After-School, F-3)

2012 – 2024

- Designed and delivered creative learning experiences across all school subjects.
- Led projects and took responsibility for planning and implementing art- and design-focused education.
- Facilitated group activities and workshops, developing strong skills in communication, leadership, and collaboration.
- Adapted teaching methods to diverse needs, enhancing problem-solving and empathy—skills directly transferable to user-centered design.