

Per Nilsson

Resume

I am a hybrid interaction designer-developer. I want to create products and services that help people be confident about the choices they make.

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Education

B.Sc. Interaction Design

Malmö University, [School of Arts and Communication](#) 2007

Simon Fraser University, [School of Interactive Arts and Technology](#) 2006 - 2007

Lund University, Faculty of Human Ecology 1999 - 2000

Uppsala University, dept. of Mathematics, dept. of Physics 2001 - 2002

Skills

DESIGN

- Multidisciplinary background gives me many ways to approach a problem
- In design, I focus on the immediate user activity to achieve simplicity
- I can draw, model and animate to communicate abstract ideas
- Ethnographic research techniques
- Participatory design techniques

TECHNOLOGIES

- Rapid prototyping using Arduino microcontrollers and basic electronics
- Standards-aware and clean HTML, XML, CSS, JS + jQuery, AS3, PHP5, (P/My)SQL, Ruby, Processing, Java, C#

SOFTWARE

- Efficient multi-platform OS user — Window-based and Command-line
- Comfortable with Apache webserver configuration in Linux/UNIX environment
- Proficient in Photoshop CS4, Illustrator CS4, Flash CS4 and OmniGraffle 5
- Working knowledge of InDesign, Dreamweaver, Visual Studio

PERSONAL

- I thrive as a team leader and ideation facilitator
- Excellent social and empathetic abilities
- Passion for learning and teaching

- Strong logic reasoning skills
- Multilingual. Swedish and English + some German and Spanish

Experience

PROFESSIONAL

	2008
	—
Frontend Developer and IA, Challenge Games, Austin, TX	Present
Warstorm on Facebook MechDuels	
<ul style="list-style-type: none"> - Modeling user flow and wireframes for web-based games - Implement richly interactive HTML/CSS/JS and Flex user interfaces - Develop backend logic in PHP and PSQL 	
Workshop Instructor, 911 Media Arts Center, Seattle WA	2008
<ul style="list-style-type: none"> - Developed and and taught an adult introductory course (5 sessions) on the Arduino physical computing platform. - Variations in student experience required individual tailoring and support 	
Sessional Instructor, Simon Fraser University, Vancouver BC	2007
<ul style="list-style-type: none"> - Outlining and teaching an introductory course (11 sessions) in the Arduino physical computing platform - Responsible for supplying and maintaining required hardware - Supporting students in production of deliverables - Giving students critique on deliverables 	
	2006
	—
Freelance Web Developer	2008
http://dollarimes.com http://pictureinja.com	
<ul style="list-style-type: none"> - Developed .Net site management and database structure - Implemented with focus on search engine optimization - Integrated technologies: C#, Ruby, HTML, CSS, Javascript and MySQL - Created Interactive widgets using asynchronous Javascript and Google Maps API 	
	2005
	—
User Tester, Shadowplay, University of Malmö, Sweden	2006
http://webzone.k3.mah.se/projects/shadowplay/	
<ul style="list-style-type: none"> - Empirical tests of psychological effect of game lighting on players - Conducted lab user tests under strict guidelines 	
	2005
	—
Teaching Assistant, Java programming, University of Malmö, Sweden	2006
<ul style="list-style-type: none"> - Prepared and executed lectures - Supported students individually in lab sessions 	

INTERACTIVE EXHIBITIONS

Light Collective, Co-Lab, Austin, TX 2006

- Exhibited piece: "Light Collective" immersive light installation. Physical component of independent film "Otis under sky"
- Light installation made using EL Wire and hundreds of fiber optic strands, controlled by a PD patch and [Arduino](#)
- [Pictures](#)

¿interactivos? Media Lab Madrid, Spain 2006

- Exhibited piece: [XSense](#) — wearable object featured on [WMMNA](#)
- Design of sonar audio feedback system using [Arduino](#)

Implement! Malmö Tekniska Museum, Sweden 2006

- Exhibited piece: [Samba Meeting](#) — social percussion instrument
- Development of concept
- Building and deployment of interactive installation using Arduino and appropriated materials

PHOTOGRAPHIC EXHIBITIONS

Beautiful Machine, Turku, Finland 2005

Collaboration with Rachael Sage Payne telling a story in pictures. Opening exhibition for [Studio Turku](#).

Stjärnbilder, Malmö, Sweden 2004

A selection of my black and white photographs was exhibited for three weeks at Papa Luna Arts Club.

Contact

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