



INTRO

As a **Frontend developer** with a background in **Interaction Design**, I strive to write scalable code and create interfaces that meet the users' needs. With the deep understanding of the design process, I can easily translate design sketches into finished technical solutions.

KNOWLEDGE AREAS

- Web Development
- App Development
- UX/UI
- User research
- Graphic design
- Illustration
- Concept development

TECH SKILLS

- JavaScript
- TypeScript
- React
- GIT & GitHub
- Adobe Cs
- Figma
- Wordpress
- Drupal

LANGUAGES

- Swedish (native)
- English (fluent)
- Danish (can handle)

OTHER SKILLS

- Drivers license

References are provided on request

Emelie Nilsson Vilör

WEB DEVELOPER AND INTERACTION DESIGNER

(+46)0768935793

emelie.vilor@gmail.com

github.com/EmelieVilor

emelie-vilor



EDUCATION

FRONTEND DEVELOPMENT | 2025 - Now

Yrkeshögskolan i Borås

- Graduating December 2026
- Vocational training in web and app development with focus on React.
- Key courses: JavaScript frameworks, App Development, Backend development with NodeJS and Agile work.

INTERACTION DESIGN | 2018 - 2020

Master's Degree, Malmö University

- Advanced and international education with a strong emphasis on research methods to explore and investigate complex design problems. Grounded design decisions in research and academic materials. Gained extensive experience collaborating with diverse stakeholders and users in team-based environments.
- Key courses: Social Innovation, Collaborative Media and Play and Ludic Interaction.

INTERACTION DESIGN | 2014 - 2017

Bachelor's Degree, Malmö University

- Practical education with focus on the design process and how to create intuitive user flows. Achieved through creating design concepts and prototypes by using design methodology and iterative evaluation.
- Selection of courses: Visual Communication, Game Design, Service Design and Tangible Interfaces.
- Bachelor thesis: Designed a digital tourist guide with game elements. Managed the full design process from user research to a finished interactive prototype. Aiming to encourage exploration and participation.

GRAPHIC DESIGN | 2006 - 2009

Mediegymnasiet

EXPERIENCE

AXIS COMMUNICATIONS | 2025

Frontend Developer, Internship

- Developed scalable UI components and integrated them into the company's design system using Storybook. Worked in close collaboration with other developers and UX designers.
- Tech: Sass, TypeScript, Twig (Drupal), YAML, Git/GitHub.

SJ AB | 2025 - Nu

Lounge host

- Subject matter expert in a cross-functional reference group for SJ's internal communication. Evaluated information flows and proposed new workflows and communication channels.
- Responsible for maintaining a premium environment at the SJ Lounge at Malmö central station. Includes food service, managing rebookings and assisting at the train platform.

INFOTIV | 2023

Technical Writer

- Short-term position focusing on technical information and web development. Contributed to foundational work and documentation for the company's updated website.

TRAFIKVERKET | 2020 - 2023

Traffic Informer

- Managed real-time traffic data using complex digital management systems to provide passenger information through digital signage and public announcements. In close coordination with traffic controllers.

AFRY | 2020

Master Thesis, Interaction Design

- Designed a web prototype aimed to facilitate corporate collaboration for industrial symbiosis in Malmö. In close collaboration with a project team from Afry.

CYBERCOM GROUP | 2017

Interaction Designer

- Restructured and redesigned the company's intranet through user research, workshops and usability testing. A role with high responsibility and fostered professional growth.

SJ AB | 2010 - 2020

Service Agent

- Handled ticket logistics and coordinated information for both passengers and staff during disruptions. Long term employment in Copenhagen.

SKÅNETRAFIKEN | 2014 - 2016

Customer Informer