

ANDREAS HENRIKSEN

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31 May 1997

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Education

IT-University of Copenhagen | Master of Science (MSc) in Information Technology, Digital Design and Interactive Technologies | August 2023 – June 2025

- Applied advanced user experience and interaction design methodologies, including user research, prototyping, and aesthetic design principles for digital products.
- Explored design-driven innovation, stakeholder engagement, and business model development for conceptualizing digital products and services in collaboration with industry partners.
- Gained practical proficiency in developing mobile applications using React Native and creating interactive data visualizations with D3.js.
- Studied ethical frameworks for responsible innovation, conducting value analyses, and examining human-AI interaction principles for emerging technologies.
- Developed knowledge in experimental design methodologies for multi-sensor prototypes within Internet of Things contexts, utilizing JavaScript for networked device interaction.

University of Bergen | Bachelor of Arts (BA) in Digital Culture | August 2020 – June 2023

- Developed foundational web development skills, encompassing HTML, CSS, server-side programming, and database integration, alongside principles of information architecture and responsive design.
- Gained practical experience in interaction design methodologies, including low and high-fidelity prototyping techniques using Figma.
- Conducted critical analysis of digital technology's societal and cultural implications, examining how technological affordances shape human interaction patterns.
- Explored diverse digital cultural expressions, including electronic literature, digital art, and computer games, through analytical and theoretical frameworks.
- Studied core concepts in information systems, human-computer interaction, data privacy (GDPR), and ICT security.

Tools

- Figma
- Affinity Designer
- Github
- Affinity Photo
- Davinci Resolve

Technologies

- HTML
- CSS
- Tailwind CSS
- JavaScript
- TypeScript
- React
- React Native
- Astro
- MySQL

Experience

Teaching Assistant | IT-University of Copenhagen | *January 2024 – June 2025*

- Supported students in learning to build mobile applications, focusing on user-friendly design and technical implementation.
- Assisted students in analyzing digital media and culture from a critical perspective.
- Provided guidance and feedback on projects, helping students develop practical skills.

Barleder & Bartender | Hulen Bergen | *August 2022 – July 2023*

- Managed daily bar operations, including supervising and training volunteer staff.
- Ensured efficient service and a positive experience for all patrons.

Butikkmedarbeider | Biltema | *June 2022 – August 2022*

- Assisted customers with product inquiries and provided support with inventory management and restocking.

Lagerarbeider | Tine (Manpower) | *May 2018 – August 2020*

- Responsible for efficient picking and packing of orders.

Lagerarbeider | Bring (Adecco) | *June 2017 – July 2017*

- Managed the unloading and loading of trucks, and sorted packages for distribution.

Other

Education

- Trondheimsfjord Folk High School | *August 2016 – Mai 2017*
- Charlottenlund High School | *August 2013 – Juni 2016*

Licenses

- Drivers License | Norwegian Class B
- Truck License | Class T1

Courses

- Responsible Host Course | Bergen Municipality
- Certified Security Officer | Step 1, 2, and 3

Awards

- New Media Writing Prize | Student Category Shortlist 2022