Anne Olthoff

Contact

address:	Bergmannstraße 97, Berlin
phone:	+46 73 980 81 17
email:	anne@olthoff.se
portfolio:	olthoff.se

Education

M.Sc. in Engineering Media Technology from Linköping University

Languages

Swedish (native), English (fluent), German (basic, studying)

Tech-frameworks

Figma and Figma Enterprise admin, Illustrator, InDesign, Blender, React, Microsoft Suite, and more.

Programming Languages

JavaScript, TypeScript, CSS/HTML, Python, MATLAB

Familiarity with: C++

Other

Driver's license: B

References

Gustav K. CEO Bitvis
gustav.kristiansson@bitvis.io

Christian S. Empathdesign
chris@empathdesign.co

Professional Experience

Product Designer with experience in creating intuitive, user-centered solutions for consumer-facing platforms. Skilled in building scalable design systems in Figma and prototyping user journeys, from onboarding to everyday use. Strong collaborator across product, engineering, and marketing teams, with a focus on usability, clarity, and consistency.

UX/UI Designer *Bitvis, Linköping* — 2023-2025

Worked in a small, cross-functional team designing a consumer-facing energy app for electricity retailers and their end customers. The app helped users understand and optimize their energy usage through clear visualizations and intuitive flows.

- Designed mobile-first interfaces with a strong emphasis on clarity, responsiveness, and accessibility.
- Built scalable, white-label design systems in Figma to support multiple brands and platforms.
- Created onboarding flows and user journeys that simplified complex energy data for everyday users.
- Prototyped and iterated on features in close collaboration with developers and stakeholders.
- Conducted usability testing and user research to refine flows and improve overall UX quality.
- Delivered solutions that balanced technical complexity with user-friendly design, supporting smarter energy decisions

UX-Consultant *Tech Talents and Maintrac, Linköping* — 2022-2023

Initiated UX work as the first designer at Maintrac, laying the foundation for what later became the Bitvis energy app. Led early design efforts for both internal tools and a new consumer-facing product.

- Designed and tested early prototypes that evolved into a launched mobile app.
- Collaborated with electricity retailers to understand user needs and expectations.
- Improved UX for the fiber management platform Flow by identifying usability gaps and modernizing workflows.
- Helped shape the product direction and design culture that continued at Bitvis.

Software Developer *Master Thesis at NYU, New York* — 2022

Developed an educational user journey for OpenSpace, a global visualization platform, as part of a climate research project.

- Created an interactive educational user journey visualizing climate data using React and OpenGL.
- Developed a narrative-driven interface that engagingly communicated complex climate data for non-expert audiences.
- Focused on clarity, engagement, and accessibility in visual storytelling.

Software Developer *Summer Internship at Maxar, Linköping* — 2021

Worked with procedural generation to build synthetic training data for AI models.

- Built 3D city environments in Blender with Python, including dynamic features such as moving vehicles, clouds, and varying buildings.
- Contributed to research on innovative approaches for training computer vision systems.
- Combined technical precision with creative problem-solving in simulated environments.