

Anja Bedrick

Interaction Designer

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Professional Experience

Laerdal Medical | UX Design Intern — User testing, Healthcare Design, Sanity

September 2025 - Present

Laerdal Medical is a global leader in healthcare training and simulation solutions.

- Figma prototyping a B2B digital product, a new CPR training course.
- Holding qualitative user testing sessions and quantitative A/B tests.
- Implementing design changes in Sanity, our headless CMS.

United Nations | Design and Communications Intern — Video, Figma, Comms

May 2025 - Jul 2025

The UNDP's Sustainable Energy Hub is dedicated to SDG7: working toward access to affordable, reliable, sustainable, and modern energy for all by 2030.

- Selected and led two teams of online volunteers to support migration of photo and audio assets to a centralized media bank system, working both administrative organization and design muscles.
- Supported the visual design and took the lead on the launch video motion graphics for the Sustainable Energy Academy, a new e-learning platform.
- Redesigned a full icon library in Figma to match an existing, cohesive style.

DSS x Rathenau Instituut | Creative Researcher — AI, SCRUM, Design Thinking

Sept 2022 - Jan 2023

The Rathenau Institute is a political science think-tank, an EU founded member of the European Parliamentary Technology Assessment. Digital Society School facilitated our research partnership.

- Using SCRUM methodology, I was responsible for interactive prototyping in Figma, and executing final motion-capture design by training AI pose models in Teachable Machine.
- Creative research into the effect of new technology on underrepresented communities.
- Partnered with the Amsterdam Public Libraries to test prototype iterations with the community.

AppLovin | Motion Designer — Game Marketing, Data Analytics, After Effects

June 2020 - Aug 2022

Applovin Corporation is a global game marketing platform based in San Francisco.

- Efficiently animated weekly ads from concept to delivery using the Adobe Creative Suite.
- Produced original interactive storyboards for use in playable ads, refined with A/B testing.
- Incorporated constantly evolving user data trends into weekly projects.

Education

Umeå Institute of Design | MFA in Interaction Design

Sept 2024 - June 2027

- One of the top design institutions in the world, UID's prestigious IxD master's program prepares its students with real world design projects and high profile partnerships.

University of Oregon | Art&Technology and Political Science

Sept 2018 - June 2022

- 3.65 GPA, Dean's List Academic Honoree, and GEO study abroad scholarship recipient.
- Studied Danish design in Copenhagen for one term, and stayed for a position with FeC.
- Coursework focused in Computer Science, Digital Design and Political Science departments.

Bottom-Line

Anja is an **interdisciplinary interaction designer** with experience at the junction of design, tech, and political theory.

Key Skills

Visual Design, Motion Design, Storyboarding, Wireframing, UX/UI, Design Systems, Prototyping, Graphic Design

Tools

Adobe Creative Suite, Unity, Blender, Figma, Rive, Arduino, Asana, InDesign, After Effects, Illustrator, Photoshop, Premiere Pro

Process

Agile, SCRUM, Kanban, Iterative Design, A/B Testing, Lean UX, User Journeys, Collaboration

Awards

- Little Falls Award for Excellence
- Science and Comics Fellowship
- GEO Study Abroad Scholarship
- Dean's List Academic Honoree
- Design by Umeå Scholarship

Portfolio

Click here to view e-Portfolio