



# Gabriel Madsen

## Experience

### Lead XR UX/UI Designer

[Sphere Technology Holdings](#) | Oct 2022 - Present

As the first UX/UI/Interaction Designer at Sphere, I was initially responsible for a complete redesign of our applications for both XR and desktop. I have designed a new version of our app for mobile devices, and a wide range of features which enable users to collaborate both co-located and remotely across several different XR and 2D platforms.

### XR Experience and Interaction Designer

[Virisabi](#) | Jun 2021 - Sep 2022

As Virisabi's first UX/UI/Interaction Designer my responsibilities included designing, developing and testing the company's virtual, augmented and mixed reality solutions. I worked in close collaboration with our project leaders, Unity developers and customers to create engaging and intuitive XR solutions for enterprise.

### UX/UI Consultant

[Everlence](#) | Dec 2020 - May 2021

I was the primary UX/UI designer of software for internal use in Everlence by its 14.500 employees worldwide. My main task was to design and develop their new intranet solution based on the content management system Omnia.

### Assistant Lecturer

[IT University of Copenhagen](#) | Jul 2020 - Aug 2020

I was an assistant lecturer on the course 'Experimental Design in Practice' on the MSc in Digital Design and Interactive Technologies. On the course I taught experience prototyping with smartphones and JavaScript, HTML, CSS and MQTT for connectivity.

### Teaching Assistant

[IT University of Copenhagen](#) | Jan 2020 - Jun 2020

I was a teaching assistant on the course 'Digital Material and Interactive Artefacts' on the BA in Digital Design and Interactive Technologies. On the course I taught experience sketching and prototyping with JavaScript, Node-RED, RaspberryPi, IBM Cloud, and MQTT.

### Substitute Teacher

[Øster Farimagsgade Skole](#) | Jan 2017 - Jun 2018

I was a substitute teacher for grades 0 through 9, and I taught all subjects.

### Student Worker

[Egmont Creative Center](#) | Sep 2011 - Jan 2015

I was partly responsible for the implementation of a search program that helps the magazine editors in their daily work, did art check on cartoons, was responsible for the digitalization of the companies' physical archive of comics, and helped with a wide array of ad hoc tasks.

## Summary

I am passionate about creating intuitive and engaging interactive experiences across physical and digital platforms. Over the past several years, I have worked professionally with emerging technologies including VR, holographic AR, passthrough AR, head-mounted displays, mobile, and desktop applications, with a strong focus on interaction design, user experience, and systems thinking. My background also includes hands-on prototyping with physical computing and interactive systems.

## Skills

- UX/UI & Interaction Design
- XR Design (VR/AR/MR)
  - Prototyping & Physical Computing (Arduino, Raspberry Pi)
- User Research & User-Centered Design
- Design Systems & Product Thinking
- Figma, Miro, Whimsical
- 3D modelling and 3D printing

## Portfolio

[www.gabrielmadsen.com](http://www.gabrielmadsen.com)

## Language

- Danish - Native
- English - Native-level proficiency

## Spare time activities

- Meditation
- Weight lifting
- Running
- Flying drones

## Education

### ● MSc in Digital Design and Interactive Technologies

[IT University of Copenhagen](#) | 2018 - 2020

Master's with the specialisation Designing Interactions which focuses on concept development, soft- and hardware prototyping and testing of digital products and services. In my master's thesis I collaborated with a Danish robotics company in the development of a telepresence robot system targeted children with cancer in folkeskolen, who are isolated at the hospital or at home.

### ● BA in Performance Design and Urban Planning

[Roskilde University](#) | 2011 - 2014

Bachelor with a focus on digital design, experience economy and event management. The following were some of my relevant courses:

Design practice and projekt management - Design and construction - Exploring embodied interaction - Artificial intelligence and cognition in interactive systems - Musik, interaction and visualization - Technological systems and artefacts - Computer-mediated performance - Digital mediation of live performances

## Contact

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