

# Marcus Thomas Due Jensen



## Profile

I have a passion for interactivity and tangibility within the realm of user experience design. I always try to explore the medium at hand and experiment with new materials. I believe that every interaction has a narrative and tells a story.



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## Experience

### IT-Worker

AARHUS UNIVERSITY, RESEARCH PROJECT

JULY 2021

- I was responsible for the technical development of ten plant sensors that could measure and describe the electrical signals of plants. My work consisted of design and system programming, as well as guidance in the use of CNC machines. In addition, I worked remotely with external partners based in Switzerland.

### Student Developer & IT-Worker

AARHUS UNIVERSITY

AUGUST 2018-JUNE 2021

- I assisted students and researchers in using the technologies and facilities of the university's Digital Design Laboratory. These technologies included microcomputers (Arduino and Raspberry Pi), 3D-Printers, CNC-Carvers, Laser Cutters, and a Vinyl Cutter. In addition, I have facilitated several teaching workshops.

### UX Research Intern

THE LEGO GROUP

AUGUST 2020-DECEMBER 2020

- My role was to prepare, conduct and report user surveys of LEGO concepts, prototypes and products for children and adults.

### UX Designer & Workshop Facilitator

COGO I/S & KASKADE I/S

2019-2020

- Co-Founder & Partner at the two start-ups. Work included design of mobile concepts and facilitating workshops in Arduino & Raspberry Pi Technologies.

### Video Production for Copenhagen and Aarhus University

FREELANCE

NOVEMBER 2017-JANUARY 2018

- In collaboration with a fellow student, we produced a video for the research group COMPASS at Copenhagen University. The focus of the video was their event Solution Lab 2 which concentrated on sustainability in small communities. Furthermore, we produced five new videos for Aarhus University. The focus was five different lines at their Digital Design education.



## Education

### **Master of Science in Information Technology (Digital Design)**

Aarhus University 2019-2021

- Educational focus on User Experience, Prototyping & Design Thinking with specialization courses on Modern Project Management & Digital Entrepreneurship. Masters Thesis on remote user research in a commercial context with children.

### **Bachelor of Arts (Digital Design)**

Aarhus University 2016-2019

- Majored in Digital Design with a minor degree in Information Science & specialization courses on Visual Media Production. Bachelor Thesis on Magical Experiences in Interaction Design.

## Volunteer Experience

### **ODDS - Organisation for Digital Design Students**

Aarhus University 2016-2020

- I assisted in the rebuilding of the old student organization. During this time, I assisted in facilitating educational and social events for the students.
- 2018-2020: Chairperson of the Board.
- 2017-2018: Member of the Board.
- 2016-2017: Volunteer Worker.

### **Student Mentor**

Aarhus University 2017-2018

- I was a volunteer mentor for a study group of younger students. The volunteer job consisted of assisting the students in university practices and helping them with academia.

## Honors & Awards

### **Winner of the Mobility Track**

Open Data Challenge 2019

- Our team of four conceptualized a digital carpooling platform for employees in business-clusters. The award consisted of a cash-prize and 3-months of mentoring to further develop the idea.

### **Sponsor Award: (Zitcom) Making work life better and easier through automation**

AUHack 2019

- Our team of five won one of the main prizes for our integrated office dashboard system. My main contributions were team-facilitation, UX & Prototyping.