



Guðmundur Björnsson

UX / UI Designer

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Profile

Positive and collaborative UX/UI Designer with experience working both independently and as part of cross-functional teams. Strong organisational skills, high attention to detail, and a pragmatic, solution-oriented mindset. Comfortable taking ideas from early concepts and whiteboard sketches through prototyping to final delivery.

Core Competencies

- Product Design
- UX Research
- Interaction Design
- Rapid Prototyping
- Visual Design
- Design Systems
- Motion Design

Tools

- Figma
- Adobe XD
- Sketch
- Penpot
- After Effects
- Photoshop
- Illustrator
- InDesign
- Miro
- Keynote
- PowerPoint
- Visual Studio Code
- Antigravity
- Docker
- Jira
- Taiga
- Slack
- Mattermost
- Trello
- Vikunja

Education



2020-2022

UX Design - Higher Vocational Education
Hyper Island, Karlskrona, Sweden



2006-2009

Graphic Design & Visual Communication -
Professional Certificate
Instituto Lorenzo de' Medici, Florence, Italy

Work Experience



Locatify // 2021 - 2023

Product Design

- Led the redesign of a complex CMS used internally and by external partners, improving usability, structure, and scalability
- Designed key flows and interfaces for native apps Turfhunt and Smartguide, aligning business goals with user needs
- Worked closely with developers and stakeholders to iterate from early concepts to production-ready designs



Sýn (Stöð 2) // 2013-2019

Graphic Design, Motion Design

- Owned and delivered graphic design for the newsroom of Iceland's second-largest TV station
- Designed and animated on-air graphics for sports channels and general programming
- Developed fast, reliable design workflows under tight deadlines, experience that later translated strongly into product teams



Freelance Work // 2010-2026

Graphic Design, Motion Design, Product Design

- Delivered web, product, and visual design projects for clients including Icelandic Design Awards, Trime Training app, and Main-Manager Software
- Collaborated directly with clients from brief to delivery, balancing user needs, constraints, and business goals



Múlaborg kindergarten // 2009-2011

Instructor and support representative

- Supported children with special needs in structured learning and daily activities
- Built strong foundations in empathy, communication, and inclusive thinking, values carried into my design practice