

# VILLE MANSIKKANIEMI

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## EXPERIENCE

- **Event Coordinator**  
*Aalto University (2018-2021)*
- **Freelancer**  
*Oy Hartwall Ab (2019)*
- **Account Manager**  
*Dash 2017*

## EDUCATION

### BA in Design

*School of ARTS, Aalto University  
Expected to graduate 6/2021*

*Specializing in UX/UI and service design, while  
minoring in information networks. Currently  
looking for a topic for thesis work.*

## ACHIEVEMENTS

### Honorary mention - F-Secure Challenge

*Dash 2020  
Concepted a new interactive tool on visualizing  
costs and benefits of cyber security as a service.*

### 1st place - Game Design Challenge

*Dash 2018  
Innovated and created a new e-sport game  
concept for mobile devices.*

## ACCOMPLISHMENTS

- Innovated and piloted new successful event formats. Was the producer and product owner of multiple large events. Led the efforts to rethink online events after breakout of Covid-19 pandemic.
- Responsible for pilot project, from which Original Student Festival resulted. Did user research, research analysis and ran in-house design workshops for their other teams.
- Was the head of Game Design Track in the largest design hackathon in Europe. Worked as one of the mentors for the teams. Responsible for multiple partner companies.

## SKILLS

User Research, User Experience, Agile Development, Interaction Design, Workshop Facilitation, Product Validation, Usability Testing, Rapid Prototyping, Design Sprints, Graphic Design, Surveys, Personas, Wireframes, User Journeys, Storyboards, Task Flows, Adobe Creative Suite, Figma, Sketching/Rendering.

## TALENTS

- I'm creative big picture thinker, but enjoy crafting out the details.
- I'm talented team worker and want to inspire and motivate others around me.
- I'm ambitious, deadline oriented and adaptable to the task at hand.
- I'm strong at communicating design intent, both verbally and visually.
- I'm not afraid to be wrong and I embrace experimentation.