

CV - Henrik Hörlin

Date of Birth: 11th April 1975
750411-4856
Address: Gudmundsgatan 5b
412 51 Göteborg
SWEDEN
Telephone: 0702 324 133
Email: henrik@affordance.se
Languages: Swedish, English



Education

Interaction Design (informatics), 180 hp - Linnéuniversitetet (2009-2012)
Digital Animation & Video Edit, 80p - Blekinge Tekniska Högskola (2002-2004)
Gymnasieingenjör (maskin), 4 years - Engineering degree equivalent to B.Sc. (ME)

Skills (as of Jan 2019)

Very Good

- Problem solving
- Ideation
- Human – Information Interaction
- Service design / UX
- Automotive / industrial engineering
- Holistic thinking
- Listening
- Agile work methods

Good

- 3D modelling (CAD/CGI)
- Space building
- Physical prototyping
- 3D printing & Laser cutting
- Design theory
- Lecturing
- Image manipulation
- Google docs environment

Basic

- 3D-scanning
- Graphic design
- Sensor technology
- Web technologies
- Programming theory
- Concept art sketching
- Filming and editing
- Pyrotechnics
- Ergonomics
- Cooking

Limited

- Academia
- Buzzwords

Cannot deliver

- Practical programming
- Singing and Dancing
- Knowledge of the Apple lifestyle

Employment

Affordance – Prototype Engineer and UX consultant, **2012 - Present**

Private firm doing freelance work as engineer (CAD), building physical prototypes and display material. Have practical experience with:

- Multitude of light materials, rare applications and rapid prototyping
- Repurposing and modifying existing solutions to fit new criteria and functions
- Event planning, rigging in public spaces and user interactions with installations.

Latest assignments:

Zenuity: GUI/UX and physical screen manufacturing for demo vehicles and in car panel modifications (2018). 2019 CES display box co-design and fabricator.

Semcon: Concept design of bike kick-stand, Design engineer for Fuel Cell prototype

YoVinn: Design engineer for development of Parans solar lighting array (4th gen).

And

Assorted signs and stage displays for various smaller customers

Past:

NTI-Gymnasiet – Teacher (and computer maintenance support) **2012 - 2014**

Teaching about 75 students Interaction design, design theory and web development

Studioscopic AB - Design Engineer **2005 – 2009**

My own company where I sold my services as a design engineer to companies like *Volvo Trucks, Semcon, Etteplan, GotDesign* and other sub-contractors to Volvo cars. I also worked on shorter projects for some smaller private companies.

Caran Automotive AB (& Pronima AB) - Design Engineer **1997-2002**

Employed as a design engineer, I mostly worked at/for Volvo cars and their sub-contractors; there were also shorter in-house projects in between.

Tasks included working with 3D/2D CAD software; Catia V4 and later V5 but also Solid Works. My specialty was injection molded plastics; sheet metal and routing electrical wiring. From 2000 onward I got a lot of experience with rapid prototyping.

MooreMek AB – Mechanical Engineer **1996 -1997**

Worked with Lathes, Milling machines and other cutting methods

Produced physical prototypes and testing equipment for a bakery, physics precision lab, nuclear power plant safety Inspection Company, drill bit manufacturer, marine engine parts and more.

Custom Red Studios (Internship) - 3D Modeler and level designer **2003 – 2004**

Assistant producer and team leader for the graphic group. Design and model environments/levels and investigation of MEL for level design process.