Nicolai Brøndum Knudsen
UI/UX Designer

Detail-oriented UI/UX Designer passionate about creating engaging, user-centered digital experiences. Skilled in UI & UX, branding, and visual storytelling, with expertise in Figma for efficient, high-quality workflows. Proficient in wireframes, interactive prototypes, and motion graphics to bring concepts to life.

Experience

Resights / UI/UX Designer
jan. 2022 – dec. 2024

Resights is the industry's leading data platform, consolidating essential information on properties, businesses, and individuals to enable users to discover new investment opportunities and analyze real estate portfolios nationwide.

As a UI/UX designer at Resights for the past three years, I have played a key role in designing innovative, user-centered features that streamline navigation and enhance user engagement. With a focus on UI & UX, branding, and visual storytelling, I utilize my expertise in Figma to create intuitive wireframes, interactive prototypes, and polished interfaces, ensuring an efficient and engaging experience for our clients.

Vinoble Amager / Digital Designer & IT Support
jun. 2020 – Jan. 2022

In my role at Vinoble Amager, I have focused on digital design and IT support, including managing the online shop and newsletters via Mailchimp and collaborating with marketing agencies to enhance our presence on social media and Google.

Layback / Lead Digital Designer
dec. 2018 – apr. 2020

As the sole designer at Layback, I developed over 30 design concepts and finalized websites and apps for different clients. I specialized in UI & UX for web and mobile, marketing materials, and various ad hoc projects, working closely with a team of four developers to ensure successful project delivery and client satisfaction.

Peytz & Co / Digital Design Apprentice
jan. 2016 – feb. 2017

In early 2016, MOC merged with Peytz & Co, and I moved with them, starting as a full-time designer in their creative department. At Petyz & Co I collaborated closely with the UX and development teams on UI design, graphic design, logos, icons, and small frontend tasks across web and mobile projects.

Key projects included: TV2 Regionerne, Storebælt.dk, Dagens.dk, BroBizz App landing page, Rudersdal Kommune and TRYG Forsikring.

MOC A/S / Web designer Apprentice
aug. 2013 – jan. 2016

As part of my training at Roskilde Technical School, I apprenticed at MOC, gaining hands-on experience in real-world design projects. Under the mentorship of Rasmus Skjoldan, I worked on UI, logos, vector graphics, and icons.

Key projects included: Venstre.dk, Dbark.dk, Fvm.dk (Danish Ministry of Environment and Food), VUC.dk, and Altomkost.dk.

Skills & Languages

Skills:
Figma
Photoshop
After Effects
Premier Pro
Wordpress
Microsoft office and Google Suite
Linear and Notion
Mailchimp

Languages:
Danish (Native)
English (Professional working proficiency)

Education

Roskilde Technical School / 2013 - 2017
Multimedia Integrator specializing in Digital Media

Graduated with top honors, achieving the highest grade in my class on the final examination.

CPH West Business School / 2012 - 2013
Entrepreneurship (Elite Class)

Graduated with top honors on the final examination.

Website & Contact info:

Information:
www.nicolaibrondum.dk
hello@nicolaibrondum.dk
www.linkedin.com/in/nicolaibrondum
(+45) 25 14 28 67