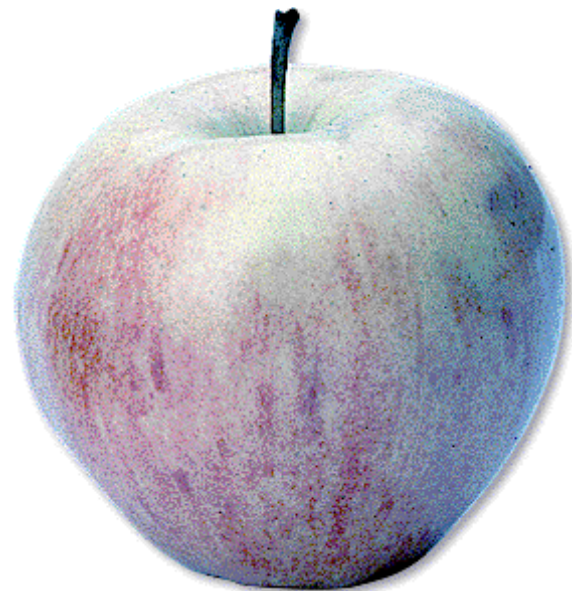


Curriculum Vitae

Anna Ekberg
Usability Architect & System Developer

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Have you been in front of a microwave oven and not had a clue how to make it heat your chocolate?
Have you ever tried to program your video, just to find out that you did tape something... else?
Not to speak about the time you tried to order something from the webshop, er...

Relax - its nothing wrong with you! It's the artifacts.
If you don't get the artifacts to work it's the design of the artifact that's stupid - not you.

I've dedicated my life to make artifacts work for humans - not against us.

Anna Ekberg

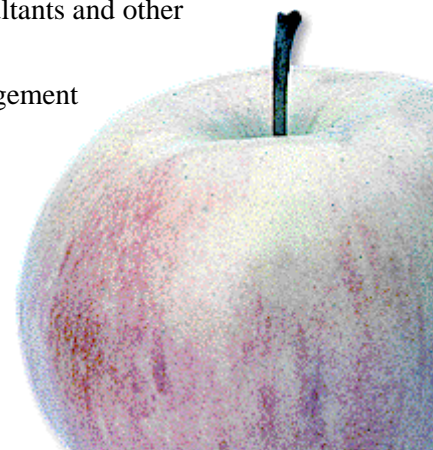
Usability Architect &
System Developer
Stockholm 2001-02-24

Objective

To work as a Usability Architect, dealing with gathering complex information and translate it to products with high usability level and based on cutting edge technology.

Key responsibilities (at current position)

- Participate in all phases of the project – from start to finish - focused on user centred design and all types of end users different needs
- Being up to date with new research and spreading it to other team members
- Leading seminars and workshops within the adera+ group for project managers, designers and technicians in order to spread the internal usability knowledge.
- Develop guidelines, standards and "best practise".
- Planning and conducting usability evaluations
- Conduct workshops with clients as well as the different kind of end users to gather input and translate the input from workshops to detailed requirement/specifications documentation and use cases.
- Work together with project managers, designers and programmers with focus on two opposite usability aspects:
 - ◇ The internal usability – as a Usability Architect with extensive knowledge and hands on experience in technical development, I can contribute to faster, more reusable technical development phase.
 - ◇ The external usability – the built in usability in the product delivered to the client, for example a web site.
- Responsible for the technical development based on Lotus Notes at adera+ group.
- Planning and delegating project task to consultants and other team members.
- Project management/Technical project management



Cognitive Science

Cognitive science is the science of cognitive or knowledge processing activities such as

- planning
- perception
- learning
- problem solving
- memory
- etc.

In particular, it involves studies on how information and knowledge is represented and used in cognitive processes in human beings and in interactions between human beings and different forms of information technology.

Cognitive science is an interdisciplinary science, and involves 6 different disciplines:

- Anthropology
- AI Artificial Intelligence
- Philosophy
- Linguistics
- Neuroscience
- Psychology

Education

University college - Swedish "Högskola/Universitet"

1997-1998 *Sociology*. University of Stockholm. With focus on investigation sociology and statistics.

1993-1996 *Cognitive Science*. University of Skövde. With focus on computer science and design

Senior high school - Swedish "Gymnasium"

1991-1993 with focus on Social Science

Other - IBM School

1998-1999 CLP System Administrator and CLP Application Developer, IBM Project management Certification. 34 weeks. IBM School, Head Quarters Stockholm

Certification

Lotus Notes

CLP Application Developer 4.6

CLP System Administration 4.6

R5 Update Application Developer

R5 Update System Administration

Skills

- Project Management, including team working
- Planning, organisational and delegating skills
- Ability to communicate, verbally, written and by drawing.
- Cognitive Science/Usability/HCI Human-Computer-Interaction
- Sociology methodologies
- Lotus Notes R5 & 4.6; Application Development and System administration
- Very good computer skills including all MS Office programs

Language skills:

Swedish: excellent

English: good

German: beginner

Spanish: beginner



There's an old story about the person who wished his computer were as easy to use as his telephone. That wish has come true, since I no longer know how to use my telephone.

- Stroustrup

If builders built buildings the way programmers wrote programs, then the first woodpecker that come along would destroy civilization.

- Anonymous

To err is human--and to blame it on a computer is even more so.

- Robert Orben

Those parts of the system that you can hit with a hammer (not advised) are called hardware; those program instructions that you can only curse at are called software.

Anonymous,
Levitating Trains and Kamikaze Genes: Technological Literacy for the 1990's, describing the difference between computer hardware and software

Experience

Usability Architect and System Developer, February 2000 – ff
Adera+ , Stureplan & Drottninggatan Office
Please see "Key responsibilities"

System Developer and Usability Architect, September 1999 – February 2000
Multisoft Education (previously SVPC – Svenska ProgramCentralen)
"Responsible for the technical development based on Lotus Notes and keep focus on developing product with high usability level."

Advanced Computer Secretary, Autumn 98
Poolia AB

Web Developer, Summer 98
Folkhälsocenter, Västerås

Final Year Project, Spring 96
University of Skövde

Member of WWW-team, 94/95
University of Skövde

Tutor, 94/95
University of Skövde

Affiliation
Editor and V. Secretary, 1996-1998

Personal

Born in Västerås, Sverige in March, 1974
Fiancé Henrik Nordström

Reference

Please contact me for names and contact information

Contact Information

By e-mail:
amse@hem.passagen.se

By phone:
+ 46 8 711 51 53

By mail:
Anna Ekberg
Visättravägen 6
S-141 50 Huddinge
SWEDEN

