

MARTIN TÄGTSTRÖM

CURRICULUM VITAE

Martin Tägtström

Born in Borlänge (Sweden) 16/03/1982

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EMPLOYMENT HISTORY

- 05/09 – **Freelancing Interaction Designer** Berlin
- 12/07 – 04/09 **Lieblinx GmbH / Lbxgames GmbH** Berlin
Position as Quality Manager and Requirement Engineer
Interaction design and quality management for web and software applications.
- Responsibilities:
- Interaction design for web projects
 - Game design for iPhone, Nintendo DS and Wii
 - Quality management
- 06/07 – 11/07 **Youmix GmbH** Berlin
Position as IT Project manager
Project management for the relaunch of a web community.
- Responsibilities:
- Interaction design
 - Project management
 - Quality management
- 06/06 – 01/07 **Frontline Focus** Stockholm
Position as Mystery Shopper (Quality assurance of services)
- 04/06 – 05/07 **Klikkboxning** Uppsala
Music production of the project „Klikkboxning“ for record label Plejour Audio
- 08/05 – 06/06 **Dynamic** Uppsala (Monthly music event)
Organization of the event including bookings of Swedish and international artists
- 08/05 – 01/06 **SPEX** (EU financed project) Uppsala
Internship in quality assurance for new technologies in tele medicine
- Responsibilities:
- Responsible as team leader for the evaluation of the patient enquiry and development of improvements
 - Presentation of the results at the final conference in Barcelona
- 06/02 – 08/02 **Swedish Steel AB** Borlänge
Technical internship in the steel industry.

EDUCATION

- 08/01 – 05/07 **Uppsala University (Engineering Physics, Master of Science)**
9 semesters
- Major in space technology and advanced courses in human computer interaction
- Empirical master thesis “Transitions in music – Principles of Adaptive Music in Video Games“ at the Royal Institute of Technology, Stockholm.

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| 05/05 – 08/05 | Tandem Berlin (Language school) Berlin Middle course I and II (300 hours) |
| 08/03 – 06/04 | Stockholm university (Cinema and History, Basic Course) 2 semesters |
| 08/98 – 06/01 | Soltorgsgymnasiet Borlänge High school in Natural Science Final grade: 16,9 out of 20 |

PROFFESIONAL QUALIFICATIONS

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| Language skills: | Swedish (mother tongue) English, German (fluent) Norwegian, Danish (very good) |
| Computer skills: | Operative systems Mac OS X, Windows XP, Windows Vista, Unix Office products MS Office, Open Office, iWork, Google Spreadsheets, Emacs Interaction design tools Omni Graffle, Omni Outliner, Visio, Fireworks, Photoshop Quality and project management tools Trac, TestTrack, MS Project Content mangement systems Plone, Drupal, Django, Typo 3 Programming languages JAVA, Flash, Python, HTML, CSS, XML, MATLAB, Maple |

INTERESTS

Music production, Literature, Cinema