

Martin Olsson

UX-driven product leader and engineer with 30 years designing safety-critical and complex digital systems

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EXPERIENCE

Candela, Stockholm — *Lead App & UI Engineer*

MAY 2022 - PRESENT

At Candela I led the team that designed and developed the driver interface of electric hydrofoiling boats and ships, as well as supporting cloud infrastructure and applications. My experience as a boater, UX background and extensive technical knowledge of mobile, web and cloud was applied in making complex vehicles easy to operate. I worked on safety critical navigation systems, flight controls, and telemetry. A key focus was designing interfaces that remain clear and trustworthy under time pressure, and high operator load. Technologies included Flutter, React, Python, MQTT, Grafana and AWS.

Nectarine Health, Stockholm — *Lead App Developer*

NOVEMBER 2017 - MAY 2022

Nectarine Health built AI powered IoT devices and applications for elderly care. I led the team responsible for designing and developing mobile and web applications. I worked closely with machine learning, back-end and embedded engineers in building and designing the product. Apps for both iOS and Android were built using Flutter and our web portals using React with a Go / GraphQL backend.

Inovia, Stockholm — *Web Developer and Designer*

DECEMBER 2016 - AUGUST 2017

At Inovia I built a React application to visualise, analyse and manage Big Data for telecom and energy industries. I worked both on the React code and designing the application.

Svea Ekonomi, Stockholm — *Web Developer and Designer*

APRIL 2015 - DECEMBER 2016

At Svea Ekonomi I developed solutions for e-commerce and online payments. I designed and built a new order administration application for web merchants, and a modern e-commerce checkout using Angular and Aurelia.

Unikum, Stockholm — *Head of Development*

NOVEMBER 2004 - OCTOBER 2014

I was the first employee of Unikum, and during 10 years I worked with developing a modern, web based SaaS platform for individualised learning in Swedish schools together with a small but experienced team of engineers and designers. My duties involved crafting the user interface of Unikum using technologies such as Java, JSP/Spring, CSS and HTML5.

SKILLS

Web, Desktop and Mobile App Design & Development

Team Leadership, Product Ownership, Agile Methods

Design Thinking, UX and UI, Product Design & Architecture

Vehicle UI/HMI Design & Development

Observability and Data Visualisation: Grafana Golden Grot Finalist

Programming languages and frameworks; Flutter / Dart, Python, React / Typescript, Node.js / Deno, Go, Java / Spring, R, .C# / .NET, PHP / Wordpress

Infrastructure and Cloud Architecture: AWS, Google Cloud, Docker, Kubernetes, Terraform

LLMs and AI: MCP integrations, productivity workflows, GitHub Copilot

Design tools: Adobe suite, Figma, LLM assisted design

LANGUAGES

Native level English and Swedish

Some French and Swahili

The Story Lab, Stockholm — *Storytelling Consultant/Partner*

2004 - 2007

The Story Lab was a creative agency that helped companies communicate, through participation, storytelling and games. I was involved in creating a participatory experience for politicians in the Mälardalen Region, arranging a dream-themed nightclub in Tokyo on behalf of Exportrådet, educating Skanska procurement professionals using LEGO and roleplaying games, and I also had a key role in landing a 1 million SEK grant from Vinnova to explore tools for Participant Relationship Management.

Cypoint, Stockholm — *Technical Project Manager*

2003 - 2004

Cypoint acquired Technohuman in 2003. I joined as project manager and applied my experience in information architecture, usability, accessibility and visual design. I worked closely with OMX and Brindfors in a rebranding project to find a way to structure information and user interfaces for the Nordic stock exchanges.

Technohuman, Stockholm — *Founder & Web Developer*

2001 - 2003

I started Technohuman with a group from Stockholmnet. We had high profile clients such as KPMG, Nasdaq/OMX Technologies and Vasakronan. I focused on project management, design and web development using ASP Classic & PHP.

Stockholmnet, Stockholm — *Web Developer*

1999 - 2001

Stockholmnet was an early web consultancy. I worked on web presence with clients such as Bredbandsbolaget, Vasakronan and Swedish Match.

Nordin & Olsson Konsult, Stockholm — *Owner & Web Developer*

1998 - 2000

My own web freelancing agency with many customers, including Eniro/Gula Sidorna, Uppsala University, Netpool and Lexivision.

Levande Böcker, Stockholm — *Head of Localisations*

1995 - 1999

Levande Böcker published CD-ROM games, such as Sim Town, Krakels Spektakels ABC and the Mulle Meck series. I was responsible for adapting over 30 games for the Scandinavian market and managed a team of 30 people in the Nordic countries.

SELECTED HIGHLIGHTS

Experienced Technical Speaker

Example: "Flutter & Friends" conference main speaker about hybrid mobile frameworks for Marine UIs.

Artificial Intelligence Pioneer

experienced in using modern tools responsibly to increase team productivity.

Audio / Music Production

I have worked professionally with audio design and produce music as a hobby.

Digital Native

Expert level video editing, 3D modelling, Figma, CAD, graphic design, layout software.

EDUCATION

University studies (3 years, no formal degree):

Uppsala University, Sweden – *International Media & Communication (1 year)*

1993 - 1994

Uppsala University, Sweden – *Computer Science (1 year)*

1993 - 1995

Uppsala University, Sweden – *Philosophy, Postmodernism, Economics (1 year)*

1993 - 1995

International School of Tanganyika, Tanzania – *International Baccalaureate (2 year)*

1988 - 1992