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## Mohammed Aldulaymi

Senior UX / Product / HMI Designer

### CONTACT

#### EMAIL

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#### PHONE

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#### LOCATION

Stockholm, Sweden

#### PORTFOLIO

calminterface.com

### SKILLS

- UX / UI Design (8+ years)
- Design Systems
- HMI Design
- Service Design
- User Research
- Interaction Design
- Industrial Design
- Prototyping
- Design Leadership
- Workshop Facilitation
- Journey Mapping
- Project Management

### TOOLS

Figma · Blender · After Effects  
Adobe CC · Unreal Engine

### LANGUAGES

**Arabic** Native

**Swedish** Professional

**English** Professional

### EDUCATION

**Interaction Design, M.Sc.**

Malmö University 2020 – 2021

**Industrial Design, B.Sc.**

Umeå University 2017 – 2020

**Industrial Design Intensive**

Umeå University 2016 – 2017

**Laser and Optics Engineering**

Technical University 2005 – 2009

### PROFILE

Designer with a master's in interaction design, bridging engineering and design thinking. Eight years across UX, product design, HMI, and service design. Experienced in complex product environments, cross-functional teams, and high-standard contexts where the craft has to hold.

### EXPERIENCE

#### Design Lead

Dec 2023 – Present

Lynk & Co (Geely Group) · Gothenburg

- Directing the transition from 2D to 3D for the Lynk & Co 009, serving as design lead for the new 3D OS.
- Developed a next-generation design system from pixel-perfect illustrations to Figma integration.
- Enhanced select components in 3D and collaborated with developers to implement in-car.

#### Design Director

Jun 2023 – Sep 2023

NIEW · Dubai

- Established and led the Dubai office for an Italian design company, overseeing all logistics, operations, and strategic setup in a new market.
- Built and managed a high-performing design team, handling recruitment, interviews, candidate selection, and relocations.
- Developed and nurtured client relationships, negotiating and securing design contracts.
- Represented the company in the region, strengthening brand presence and expanding market opportunities.

#### Senior Designer

Jan 2021 – Jan 2023

Lynk & Co (Geely Group) · Gothenburg

- Lead designer for the 2021 Lynk & Co concept car, shaping the digital direction for next-generation HMI.
- Designed and developed interior lighting for the Lynk & Co 08, integrating After Effects and Blender to create digital prototypes.
- Contributed to exterior lighting concepts for the Lynk & Co 08.
- Designed UX/UI screen content across multiple vehicle generations.

#### Service Designer

Jan 2021 – Jan 2023

Doctors Without Borders (MSF) · Sweden

- Led service design for "Västerbotten Without Borders" — a project to develop, test, and establish a comprehensive digital healthcare delivery model.
- Combined customized digital technology with innovative care provider work models.
- Conducted user research, built service blueprints, and facilitated cross-stakeholder workshops.

#### UX Designer

Jan 2019 – Jan 2021

MO Industrial Design · Gothenburg

- Supporting brands, agencies, and design studios with responsive web design, user-focused dashboards, and app UI.
- Collaborating closely with stakeholders to prototype, test, and refine solutions.

#### UX Researcher

Jan 2017 – Jan 2019

SCANIA · Stockholm

- Conducted field research in Dubai and Saudi Arabia to study target users and collect data that informed the product design process.
- Challenged collected data through deep synthesis and focused analysis to create new design challenges and possible solutions.

#### Guest Lecturer

Umeå University · Sweden