

Åke Flatholm

Umeå | hello@akeflatholm.com | akeflatholm.com

Education

- Master of Science in Engineering**, Umeå University 2021 – 2026
- Specialization in Interaction Technology and Design
- Natural Sciences Program**, Minerva Gymnasium 2017 – 2020

Work Experience

- Ica Kvantum Mariehem, Umeå**, Store Employee 2021 – 2025
- Worked in checkout, stocking shelves, and regular operations of the store.
- Bilbolaget, Umeå**, Tire Changer 2021
- Changed tires on cars during the high season.

Projects

- Designing Trustworthy AI Interfaces (Master's Thesis)** 2026
- Designed and evaluated a conversational interface for information retrieval in a quality management system, with a focus on trust, transparency, and explainability.
 - Conducted user interviews and usability testing.
 - External partner: AM System
 - Tools: Figma
- aWAre - Mobile application** 2025
- Developed a location-based mobile application used to increase awareness of hazards.
 - International collaboration with students in Australia.
 - Responsible for design and implementation.
 - Tools: React Native (TypeScript), Firebase, Figma
- Sketch'N'Guess - Mobile game** 2024
- Developed a mobile game where one user draws by using GPS location and the other players try to guess the drawing.
 - Combined real-time communication and geodata.
 - Tools: React Native (TypeScript), Node.js, Socket.io, Figma
- FikaSpelet - Web-based browser game** 2024
- Developed a marketing game in collaboration with a company.
 - Focus on user engagement and gamification.
 - Tools: Figma, React (JavaScript), Phaser, C#, .NET, SQL