

KIMMY KARLSSON KOCHAR

Interactive Media Technology MSc, combining UX research, design, and code

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Date of birth	2001-10-02	Nationality	Swedish
Place of birth	Lessebo, Sweden	Driving license	Yes

PROFILE

Master's student in Interactive Media Technology at KTH, with a Bachelor's in Media Technology (Game Design) from Södertörn University. I work at the intersection of user research, design, and front-end development, building interactive experiences and studying how people actually use them. My background spans hands-on programming (React, Next.js, TypeScript, Unity), visual and interaction design, and communicating complex ideas clearly. Currently working with the Let's Uptech Initiative at Knightec Group.

EMPLOYMENT HISTORY

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| ❖ Assistant Caretaker, Stockholm Stad, Hässelby Villastads Skola | Jun 2018 - Aug 2018 |
| ❖ Associate, Biltema Mail Delivery Driver, Postnord | Oct 2020 - Mar 2021 |
| ❖ Maths and Science Specal Ed Teacher, Stockholm Stad, Hässelby Villastads skola | Oct 2023 - Jul 2024 |
| ❖ Let's Uptech Mentor, Knightec Group | Aug 2026 - Current |

EDUCATION

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|---|---------------------|
| ❖ Uppsala Universitet | Aug 2020 — Jun 2021 |
| Bachelor of Science in Medical Engineering
Uppsala | |
| • Completed one academic year learning about biomedical instruments, engineering mathematics and laboratory techniques. | |
| ❖ Södertörns Högskola | Aug 2021 — Jun 2024 |
| Degree of Bachelor of Science in Media Technology
Stockholm, Flemingsberg | |
| • Bachelor of Science in Media Technology with a specialization in Game Design, focused on level design, interaction design, and project-based coursework — including extensive work on player flow, spatial UX, and user-centered design within games. | |
| ❖ KTH (Kungliga Tekniska Högskolan) | Aug 2025 — Present |
| Master of Science in Interactive Media Technology
Stockholm | |
| • Studying interactive programming, interaction design, and user research across digital media. | |
| • Built graphics and data-driven projects hands-on: a real-time stylized water shader in Unity using custom HLSL, and Statistically Single, a data-visualization project turning statistics into an interactive experience. | |
| • Developed the friends and matching features for MovieMates, a web app where friends swipe to discover films to watch together where I built the friend sidebar, invite flow, and real-time match data. | |
| • Ran user studies on topics like perception of misinformation and public-transit UX, translating findings into design decisions. | |

LANGUAGES

Swedish	Native speaker	Japanese	A2
English	Native speaker		