



Oscar Rode

UX Designer, *Hardcore Builder*

UX Designer who treats good design as something that must be buildable, usable by real users, and viable for the business. I research how people actually want to use technology, then own the full process from the first question through research-driven pivots to production-ready interfaces. Most recently I co-founded and shipped an AI travel-planning platform, adapting target users, product, and business model along the way. I close the gap between design theory and what actually ships.

EDUCATION

MSc, Digital Design & Interactive Technologies

[IT University of Copenhagen](#) • 2024 - 2026

I further honed my design skills by specializing in UX Design, Digital Innovation and Digital Fabrication. I wrote my master's thesis on "Authorship in the Age of AI: Designing GenAI Interfaces for Co-Creative Level Design," where I designed GenAI prototypes for mixed-initiative co-creative level design in game development, designing an interface to allow level designers to leverage AI in their daily workflows.

BSc, Digital Design & Interactive Technologies

[IT University of Copenhagen](#) • 2021 - 2024

For my first three years at ITU, I developed a solid foundation in design theory, design research, prototyping, programming, connected microcontrollers, and concept development for companies. I wrote my bachelor's project on "Co-Creative AI Interfaces in Music Production," where I designed plugin interfaces inside digital audio workstations (DAWs) for hobbyist music producers, allowing them to co-create music with a conversational AI interface

Hillerød Technical High School

[Hillerød Technical High School](#) • 2017 - 2020

I majored in Mathematics, Programming, English, Electronics, and Design. This is where I originally discovered my passion for the intersection of design and technology. I wrote my final project on the architecture and structural engineering of the Sydney Opera House.

CONTACT

 oscarrode99@gmail.com

 +45 50663112

 [linkedin.com/in/oscarrode](https://www.linkedin.com/in/oscarrode)

 [My Portfolio](#)

 Copenhagen, DK

EXPERIENCE

September 2024 -
March 2026

Co-Founder & UX Designer

[CheapVoyage](#)

- Co-founded and owned UX end-to-end for an AI-driven travel-planning platform that surfaces the most affordable flights and trains across Europe via a conversational interface - from early discovery to shipped UI for digital nomads and backpackers
- Conducted user interviews, usability testing, and hypothesis validation, converting each research round directly into shipped user flows and roadmap decisions
- Led multiple research-driven pivots in target users, product, and business model while working closely with my data-science co-founders to balance desirability, technical feasibility, and business viability
- Implemented the core user flows in React and Vite, using AI-assisted coding tools to move from Figma prototypes to production frontend without handing off design

August 2022 -
December 2024

Teaching Assistant

[IT University of Copenhagen](#)

- Guided iterative design processes from concept to working prototypes for over 60 students, applying reflection-in-action and root-cause analysis at every stage of learning
- Designed learning processes and facilitated hands-on workshops and live-coding sessions
- Facilitated design sprints that combined technical prototyping of connected products with human-centered behavioral insights

November 2020 -
August 2021

Forest Pedagogue

[Skovsneppen Skovbørnehave](#)

- Designed and built physical learning environments and activities for children aged 3-6, translating developmental and educational goals into hands-on, playful experiences
- Collaborated with the pedagogues to translate developmental goals into built environments in Ravnsholt forest



SKILLS

Design & Prototyping

Figma, user flows, wireframing, storyboards, 3D modeling and printing, laser cutting, connected microcontrollers (ESP32, Arduino, Raspberry Pi), video editing

UX Research

Stakeholder & user interviews, usability testing, workshop facilitation, work-practice studies, data-driven personas

Engineering

Next.js, React Native, Redux, Vite, JavaScript, TypeScript, Python, C++, C#, Git, Unreal Engine, Unity, p5.js

AI-Assisted Development

Cursor, Claude Code, Codex, Figma Make, Lovable, iMessage agents

INTERESTS

- I produce and mix expressive [botanica music](#) and visuals
- I join AI and design hackathons to develop cool prototypes with other builders
- I love trekking in the Himalayas and other beautiful mountains around the world
- I read everything from psychological manga to existential sci-fi classics

LANGUAGES

- English: Fluent
- Danish: Fluent
- German: Elementary
- Hindi: Elementary

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- 🏠 [My Portfolio](#)
- 📍 Copenhagen, DK

SELECTED PROJECTS

January 2026 - June 2026

Master’s Thesis on Generative AI Interfaces in Co-Creative Level Design in Indie Game Development

- Conducted in-depth research on the problems within existing level design practice to build a framework for effective implementation of GenAI interfaces
- Conducted research-through-design by iteratively designing and developing co-creative GenAI interfaces to fit the needs of professional level designers within indie game development

August 2025 - December 2025

UX Design Project on AI Sources for Spotify Podcasts

- Conducted user interviews, synthesized data-driven personas, and designed an interactive AI sources feature to health-related podcasts on Spotify
- Addressed the complexities of misinformation by providing supporting and opposing sources for young health-curious users

February 2025 - May 2025

Making Cryptocurrency Transactions to Understandable to Individual Traders

Coinify

- Redesigned Coinify’s onboarding user flow for individual traders to maximize conversion by helping users make strong mental models of crypto
- Coordinated and led a four-day design sprint to synthesize key insights from messy research, design onboarding prototype, and present a clear solution for Coinify

VOLUNTEERING WORK

September 2024 - June 2026

Student Advocate & Startup Hub Co-Founder

ITU NextGen - Startup & Innovation Hub

- Presented on design thinking in an early-stage startup and facilitated Q&A sessions with experienced industry designers
- Provided design feedback and insights to other co-founders at the NextGen Startup Hub

January 2022 - December 2024

Board Member & Event Manager

Node - ITU’s Student Choir

- Planned weekly choir sessions and three semesters of Music Night in Café Analog and designed promotional material

COURSES & PROGRAMS



Make it Matter Program

ITU NextGen • Fall 2024

Hands-on build-your-startup program at ITU. This is where I met my data-science co-founders and turned our travel-planning ideas into [CheapVoyage](#). I learned to apply Lean principles to iterate on business models, test business hypotheses, design convincing pitch decks, and pitch our startup



EXPLORE Program

CPH School of Entrepreneurship Spring 2024

Introductory entrepreneurship program for students across universities. This is where I turned my curiosity of entrepreneurship into practical theories and methods which later became important for co-founding [CheapVoyage](#).



Leadership for Students and New Leaders

IDA • Fall 2023

Learned and applied fundamental leadership and management principles. We applied principles of role and time management to collaborate effectively in exercises. I later applied these learnings into [CheapVoyage](#) with my co-founders.

