

ANTON ENGELBRECHT

Product Designer

Copenhagen, Denmark · +45 29 86 83 50 · anton@engelbrecht.dk · linkedin.com/in/antonfengelbrecht

Professional Summary

Product Designer with 3+ years of professional experience at Novo Nordisk, specializing in turning complex data and systems into clear, intuitive experiences. Lead designer on an internal AI agent builder used by 5,000+ monthly users - owning the full product design lifecycle from ideation and concept exploration through prototyping, user validation, and high-fidelity visual design. Strong foundation in user research, rapid prototyping, design systems, and data visualization, with a software engineering background that enables close collaboration with developers. Former American football player with national team experience in Denmark.

Professional Experience

Novo Nordisk - Lead Product Designer (Student Assistant)

Ballerup, Denmark | May 2024 - Present

- Lead designer on Novo Nordisk's largest internal AI agent builder, serving 5,000+ monthly users and agent builders across the organization
- Sole designer in a cross-functional Scrum team of 8, owning the full design lifecycle from ideation and concept exploration through prototyping, testing, and delivery
- Conduct extensive user research through interviews, usability testing, and workshops to continuously validate design decisions with real users
- Build interactive prototypes in Figma to rapidly test concepts, iterate based on user feedback, and communicate design intent to stakeholders
- Responsible for design handovers to developers, ensuring clear specifications and smooth bridge between design and implementation

Novo Nordisk - Product Designer (Student Assistant)

Gentofte, Denmark | July 2023 - May 2024

- Redesigned internal Tableau dashboards, transforming data visualization from request-driven outputs into user-centered tools through Figma prototyping and human-centered design methods
- Identified and addressed low dashboard adoption by introducing usability testing, uncovering root causes and driving data-informed design improvements
- Built a design system and reusable Figma templates for data dashboards, ensuring visual consistency and scalability across the department
- Established continuous feedback loops with stakeholders to align product direction with user needs and business goals

Novo Nordisk - Product Design Intern

Bagsværd, Denmark | January 2023 - July 2023

- Designed features and enhancements for a global internal onboarding platform, contributing across the full design process from wireframing to user testing
- Created a design system for the onboarding platform in Figma, ensuring consistency and scalability across international teams
- Improved UX across departmental Power Apps and Microsoft solutions through structured UX evaluation and iterative design
- Introduced bi-weekly stand-ups to strengthen collaboration between design and development, improving agile workflow and team alignment

American Football

Denmark | 2014 - 2019

- National champion U16/U19, team captain
- Represented Denmark on the U17 and U19 national teams in international competition
- Invited to Team Nordic (top players from Denmark, Sweden, Norway, and Finland) and the senior Danish national team

Education

Technical University of Denmark (DTU)

BEng in Process and Innovation - UX Design & Software Development | September 2023 - April 2026

- Thesis: "From Experts to Everyone: Redesigning PS Chat for No-Code Custom Chatbots" - UX redesign project, (grade A)
- Key coursework in Interaction Design (grade A), Industrial Design, Product Development, and Prototype Development
- Completed "From Idea to Checkout" (grade A) - full product lifecycle course covering ideation, validation, and go-to-market
- Additional coursework in project management, innovation facilitation, and entrepreneurship

Coursework in Software Engineering | September 2020 - 2023

- Built a Minesweeper game in Java, designing and implementing the full user interface from scratch using JavaFX
- Developed a time management system for a fictive software company, handling employee assignment to projects and project manager workflows
- Completed Advanced Engineering Mathematics (linear algebra, differential equations, vector analysis) - 20 ECTS
- Foundation in object-oriented programming, version control (Git), and software development principles

Skills

Design: Figma, Rapid Prototyping, Wireframing, UI Design, Interaction Design, Design Systems, Visual Design, Information Architecture

Research: User Research, Usability Testing, User Interviews, Workshops, User Journeys, Data-Driven Analysis

Data & Technical: Data Visualization, Tableau, Power BI, HTML/CSS, Git, Azure DevOps

Methods: Scrum, Agile, Design Thinking, Cross-Functional Collaboration

Languages: Danish (Native), English (Fluent)