Oscar Sahlqvist

Industrial Design Engineering | Interaction Design

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Profile

Final-year Industrial Design Engineering student at Chalmers, pursuing a master's in Interaction Design and expecting to graduate in spring 2027. I enjoy working where physical products and digital interactions meet. My project experience covers user research, concept development and prototyping, with a focus on making ideas tangible enough to test, discuss and improve.

Education

Chalmers University of Technology

Industrial Design Engineering | 2021-2024 and 2025-present

Master of Science in Engineering programme in Industrial Design Engineering.
Master's studies in Interaction Design.
Expected graduation: spring 2027.

Additional engineering studies, 2020-2021: selected coursework in electrical circuits, mechanics, linear algebra, computer technology, programming, automation and mechatronics.

Selected projects

The First & the Last | Future mobility concept

Bachelor's thesis | Group project with Lynk & Co Design

- Contributed to research and concept development for a 2030 micromobility scenario connecting car journeys with first- and last-mile travel.
- The team explored changes in European cities and gathered informal input from Lynk & Co members, using the findings to frame a journey scenario and compare concepts against project requirements.
- Learned Blender during the project and took responsibility for the final 3D model and visualizations of LynkLyte, a foldable electric scooter concept.

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Whitelines | User testing and interface redesign

UX group project | User testing and Figma prototyping

- The team evaluated the original app through a cognitive walkthrough, analysis of potential user errors and user tests covering ten tasks, then used the findings to prioritize a redesign.
- Contributed to Figma components and interactions, making document navigation and key actions more explicit and consistent.
- In the group's evaluation of the same tasks, the prototype required 33% fewer clicks and 86% fewer erroneous actions. Results describe the tested prototype, rather than a released product.

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Amica | Social wearable prototype

Interaction design group project | Physical prototyping

- Created the physical model, planning the enclosure around available Arduino-compatible components, cable routes and assembly requirements.
- Developed a four-part 3D-printed enclosure for a screen, LED ring and physical controls. The prototype demonstrated menu navigation and lighting; automatic recognition between devices remained a proposed feature.

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Experience

Teaching assistant | Interaction Design Methodology

2026

Supported teaching in interaction design methodology.

Course instructor | Introductory MATLAB and Affinity

2022 and 2023

Taught introductory MATLAB and Affinity sessions, explaining software tools and their use to students.

Basic military training | Signal technician

T2, Skövde | 2024-2025

Technical role focused on radio equipment and electricity.

Operations unit | Östra Sjukhuset

Temporary employment | 2019-2023

Ventilation and fan-unit maintenance, including cleaning of ventilation systems and technical spaces, in a hospital setting.

Methods and tools

Research and evaluation: project experience with user studies, usability testing, cognitive walkthroughs, needs and requirements, and iterative evaluation.

Concept development and prototyping: scenario-based concept development, paper prototypes, interactive Figma prototypes and physical models.

Design and fabrication: Figma, Blender, Affinity Suite, 3D printing, laser cutting and soldering.

Previous coursework and tool experience: MATLAB for calculations and plotting; Python and C++; CATIA, Autodesk Alias, Inventor and Fusion 360.

Other software: Microsoft Office.

Languages and additional information

Swedish: native | English: fluent | German: basic
Driving licence: Category B