Alexander Varney

Digital designer and product builder

EXPERIENCE



Product Designer Mar 2024 — Present Schibsted Marketplaces

Working in the Recommerce area on DBA.dk, Finn.no, Blocket.se and Tori.fi. As part of two different teams, I worked on supporting the KYC service and transitioning DBA (apps and web) to a new shared platform.



Senior Product Designer Nov 2022 — Mar 2024 Undo

Undo is a 100% digital insurance company. As the design lead for the car insurance product, I've applied psychology-based design principles to help new customers understand and choose the right coverage, resulting in a 9% increase in the average premium paid by new customers. I also redesigned parts the referral program to be more cost-effective, saving +3.5M DKK/yearly.

I also took the initiative to establish a user panel, enabling the design team to more effortlessly validate hypotheses and engage in ongoing product discovery.

Senior Product Designer Feb 2020 — Nov 2022 GoMore

GoMore is a car-sharing platform with more than 3 million members. I've worked with product design, UX research, brand design, illustration and code. Notable projects I've been a part of include overhauling the onboarding flow for car owners, improving the conversion rate of the checkout flow for leasing customers, and revamping the renter identity verification process to combat fraud.

Product Designer Apr 2016 — Feb 2020 GoMore

I worked end-to-end on +50 features. I led the design and implementation of a large website rebranding project. Actively contributed to and maintained the design system for apps and web.

Frontend Designer Oct 2015 — Apr 2016 GoMore

I worked on new feature development, modernizing the frontend codebase and supporting new market launches.



Designer Sep 2014 — Sep 2015

Founders I was a part of the Founders Core Team where I helped launch the first version of GoBox, a storage product, and worked on early versions of Pleo, a company expense solution.



UX Designer Mar 2014 — Sep 2014 Usable Machine

Usable Machine is a UX consultancy that specializes in business applications. I created interactive prototypes in Axure, conducted user research and usability tests, and wrote reports and specifications.



CONTACT

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SKILLS

Product Design	Figma
Web Design	Sketch
App Design	Maze
UX Research	Adobe CC
User Interviews	HTML & CSS
Product Discovery	JavaScript for design
Product Analytics	Git
Visual Identity	A/B Testing
Prototyping	Webflow

CERTIFICATIONS

Product Psychology Masterclass (2023) Growth Design

AWARDS

Danish Design Award (2017) GoMore

LANGUAGES

Danish (native) English (professional)

EDUCATION

MSc, Digital Design & Communication First semester (30 ECTS) IT University of Copenhagen 2014 — 2015

PBA, Innovation & Entrepreneurship

Cphbusiness Lyngby 2012 — 2014

AP, Multimedia Design

Business Academy Aarhus 2010 — 2012