



Joel Bystedt

About me

Design addicted, passionate, outside the box-thinker, ambitious, tech enthusiastic, and creative guy looking for a career.

Contact

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Experience

Founding Design Engineer

August 2025 - Ongoing

I joined as the fourth founding team member at Ivy Interactive. I wanted to work with design and development simultaneously, and with my new-found interest in artificial intelligence, this position spoke to me. We are creating our own agentic .NET framework that will increase AI adoption at businesses.

Fullstack Developer | Valtech

February 2024

During an assignment at EasyJet, the tech stack and project organisation allowed for me to transition into fullstack development, quickly becoming one of the more senior developers in the team, I was positioned as co-team lead - leading the development, external coordination and team progression.

Front End Developer | Valtech

February 2023

Working at Valtech, I was quickly positioned at Villaägarnas Riksförbund as a Frontend Developer, among the first at the office to work 50% with design, and 50% with development. Shortly after I also started working with development at Save The Children (.NET 6, React, SASS).

UX Designer | Valtech

August 2022

After graduating I was employed by Valtech in Stockholm to join their Talent Program as a UX Designer. Since day one I've worked on multiple projects with Save The Children, and AstraZeneca. Apart from working full time with clients, I've also held a number of lectures about design tools and methods.

Lead UX Designer | We Know IT

January 2021

During my time in the company, I developed our design workflow, I reworked the entire company brand, and redesigned our website www.weknowit.se. Apart from working a lot internally, I've also completed more than 20 projects with real life clients, including Barncancerfonden and Stockholms University.

Education

MSE, Interaction technology and design, Umeå University | Umeå, Sweden

August 2017 - 2022

Interaction technology and design is a Civil Engineering MSE program, part of the computer science faculty, but more focused on interaction technology and user experience design. Apart from the courses, I participated in many extracurricular activities.

- Winner of Venture Cup's Degoo Memory Challenge
- Tutor at Interaction technology and Design course
- Project manager for Umeå University Building Office
- Project manager for Graduation ceremony 2021
- Project manager for Umeå University Inauguration
- Group leader for IDag&Inatt 2020 Project, International Buddy Program, IT/UX Inspiration Day.