

Peter Kuhberg

peter@kuhberg.dk Copenhagen
+45 28 72 78 74 Denmark

[Portfolio](#) [Linkedin](#)

An experienced product designer with a strong technical background and an ability to quickly transform ideas into market-ready prototypes and products. Focusing on user-centered design, I have helped companies develop innovative digital products.

Awards

The Ethical Stack

Core77 Runner up in
Strategy & Research

Core77 Notable in
Design for Social Impact

FAST COMPANY Honorable mention in
World Changing Ideas

Bear & Co

FAST COMPANY Finalist in
Best experimental designs

Escaping the Strange Loop

Core77 Runner up in
Speculative Design

Technical Skills

Product Design & UX

IxD, Wireframing, Design systems, User
Research, Information Architecture

Backend Development

Node.js, PostgreSQL, Firestore,
Express.js, Oauth, REST

Prototyping & Design Tools

Figma, Framer, Creative Cloud,
Fusion 360, Miro, Notion

Frontend Development

React Native, React, Next.js, Tailwind CSS,
State Management, API Integration, Git

Education

MA in Interaction Design

Design School Kolding 2013 - 2015

Interaction Design Program

Copenhagen Institute 2014
of Interaction Design

BA in Communication Design

Design School Kolding 2010 - 2013

Languages

Danish	Native
English	Fluent
German	Intermediate

Work Experience

FOUNDER & CTO AWDIO

Mar '22 - Aug '24

I led the technical development of AWDIO's React Native app, focusing on frontend features and collaborating with the CPO to define and implement a technical strategy supporting short-term goals and growth.

Balanced new feature and system maintenance to ensure stability and enhance user experience. Researched and implemented new technologies to improve performance and functionality.

Key achievements include solving technical challenges, supporting product evolution, and contributing to a flexible, scalable architecture for easier future feature integration.

CO-FOUNDER INDSIGT.DESIGN

Oct '17 - Sep '22

I delivered custom digital solutions for clients like the ROCKWOOL Foundation, DCUM, and UNEP-DTU.

I worked with design and development teams to turn wireframes and customer insights into final products, focusing on front-end development to meet client requirements. I coordinated projects to streamline workflows and drive continuous improvements.

Key achievements include strengthening client relationships by delivering tailored solutions, securing repeat business, and facilitating workshops that encouraged client participation in the design process.

VISITING FACULTY CIID

Oct '17 - Jun '22

As visiting faculty at CIID, I taught prototyping and programming in short modules (1-2 weeks) and maintained the FabLab, assisting students with equipment like laser cutters and 3D printers. I provided hands-on guidance to help students turn ideas into functional prototypes.

Key achievements include helping students effectively apply technological tools to make their projects more feasible and introducing practical solutions using readily available FabLab technology.

DESIGN TECHNOLOGIST Designit

Sep '16 - Sep '17

As a Design Technologist at Designit, I developed prototypes from clickable dummies to advanced, data-integrated solutions, working closely with designers and developers to align technical solutions with design visions.

Key achievements include implementing modern web technologies to create functional solutions that met client needs and developing prototypes that bridged clients' ideas with the final product.

TECHNOLOGIST CIID

Sep '15 - Sep '16

As a Technologist at CIID, I integrated Intel technology into the curriculum, focusing on physical computing. I guided students from ideas to functional prototypes, fostering collaboration across diverse backgrounds.

Key achievements include providing prototyping guidance and simplifying technical concepts to enable innovative, practical solutions.