

Anne Markvard Christensen

UX & Product Designer

Product Discovery · Complex B2B Products

Turning complexity into intuitive tools

I'm a UX & Product Designer focused on complex B2B products and professional tools. I turn user needs, workflows and technical constraints into clear product direction and intuitive digital experiences.

My work spans the full product journey — from discovery, research and problem framing to interaction design, prototyping, testing and implementation across web, mobile and offline-first solutions.

I work closely with Product Owners, developers, architects and domain experts to align perspectives, shape MVPs and turn insight into concrete product decisions. What drives me most is making complex work easier and creating tools that genuinely improve the way people work.

Selected focus areas:



FIELD OPERATIONS

Offline-first mobile tools for complex work in the field.



PRODUCT ECOSYSTEMS

Connecting web, mobile, users and workflows across products.



MAPPING COMPLEXITY

Making complex workflows, dependencies and handoffs visible to create shared understanding and product direction.



Core competencies

PRODUCT DISCOVERY

PRODUCT DESIGN

INTERACTION DESIGN

UX RESEARCH

JOURNEY MAPPING

MVP DEFINITION

DESIGN SYSTEMS

OFFLINE-FIRST

FACILITATION & WORKSHOPS

MOBILE UX

CROSS-FUNCTIONAL COLLABORATION

“Turning complexity into intuitive solutions.”



Experience

● Envidan Software

May 2023 – Present

UX / Product Designer

Designing complex B2B and enterprise software within the utilities sector across web, mobile and offline-first field solutions.

- Lead discovery activities, user research and problem framing for complex digital products
- Map workflows and user journeys to uncover needs, pain points and product opportunities
- Translate insights into user flows, concepts, wireframes and interactive prototypes
- Shape MVPs together with Product Owners, developers and architects
- Validate concepts through user feedback and usability testing
- Contribute to cross-product UX initiatives and the evolution of the design system

FIELD OPERATIONS

Mobile · Offline-first · MVP

Designed an offline-first field solution for drivers performing critical tasks in environments where connectivity could not be guaranteed.

PRODUCT ECOSYSTEMS

Web · Mobile · Complex workflows

Designed across web and mobile to connect complex operational workflows, user needs and technical constraints.

PRODUCT DISCOVERY

Research · Mapping · Facilitation

Turned an ambiguous problem space into clear product direction through discovery, mapping and cross-functional collaboration.

● Kamstrup

Jan 2022 – May 2022

UI/UX Student Worker

Worked with digital B2B software in the energy and utilities sector, with a particular focus on a field application used by technicians on-site.

- Improved workflows for technicians configuring metering devices in the field
- Simplified interactions in a technical, data-heavy interface
- Worked with user needs, interaction design and reducing friction in complex tasks
- Completed my Master's thesis with Kamstrup on digital learning and onboarding in complex B2B software

● Earlier experience

UI/UX Intern — Kamstrup

UI/UX Designer — Agri Nord Digital

Concept Developer / IoT Platform Designer — Senti

Selected certifications

IxDF - The Interaction Design Foundation

- Journey Mapping
- Agile Methods for UX Design
- AI for Designers
- Mobile UI Design
- Mobile UX Strategy
- UX Management

Education

● Aalborg University

Cand.IT, Interactive Digital Media
2020 – 2022

● UCN

PBA, Digital Concept Development
2018 – 2020

● Business Academy Aarhus

AP, Multimedia Design
2016 – 2018