

Monika Kantor

About



Experience Designer

I design experiences that make complex information feel human. My background spans UX, product, service, and industrial design — I'm happiest connecting research, clinical insight, and execution into something that actually works and feels good to use. I've designed for personal wellbeing at Lifesum, reached 40 million users at Spotify, and collaborated with NHS Scotland on reducing patient anxiety and supporting people living with Parkinson's, Alzheimer's, and cancer recovery.

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Education



[1] Konstfack University, Sweden

Design Ecologies, MA
2023–2024

A programme combining design, ecology, and sustainability — exploring how design can address climate change, biodiversity loss, and environmental challenges. Worked on projects spanning climate-conscious design, circular economies, and human-nonhuman interactions.

[2] Glasgow School of Art, The UK

Product Design, BDes Hons
2015–2019

Graduated with a First-Class Honours Degree and a Special Prize. A 4-year programme focused on reimagining experiences and responding to the complexities of modern life — working across disciplines with specialists in science, medicine, and technology. Applied research methods and analytical skills from the social sciences to ensure designs respond to real human needs.

Short courses



- ↳ Raw Earth Building & Restoration — Banca Del Fare, Italy
- ↳ Experimental Pinhole Photography — Banca Del Fare, Italy
- ↳ Ceramics: Hand Building & Wheel Throwing — BCN Clay Studio, Spain
- ↳ Evening Jewellery Making — Glasgow School of Art, Scotland
- ↳ Sustainable Building & Renovation Techniques — Banca Del Fare, Italy
- ↳ Freehand Drawing — ELIPSA Studio, Poland
- ↳ Online Graphic Design — EITCA/CG, Poland
- ↳ Sewing — Crea-Edu, Poland

Skills & Tools



Design & Strategy

- ↳ UX / UI Design
- ↳ End-to-end Product Design
- ↳ Healthcare Design
- ↳ Experience & Futures Design
- ↳ Mobile & Large-screen Design
- ↳ Voice & Multimodal UX
- ↳ Service Design & Blueprinting
- ↳ Design Systems
- ↳ Workshop Facilitation & Co-creation
- ↳ Systems & Speculative Thinking
- ↳ Inclusive & Accessible Design
- ↳ Circular Economy & Sustainability Design

Research

- ↳ User Research & Usability Testing
- ↳ Ethnographic Research
- ↳ Journey Mapping & Service Safaris
- ↳ Heuristic Evaluation
- ↳ Qual & Quant Synthesis
- ↳ AI research tools like Listen Labs

AI & Emerging Tools

- ↳ LLM-assisted Design & Prototyping
- ↳ Claude & Claude Code
- ↳ Google AI Studio
- ↳ Figma Make
- ↳ Lovable
- ↳ MCP Integrations
- ↳ Prompt Engineering Tools
- ↳ Gamma
- ↳ Listen Labs
- ↳ Figma & Sketch
- ↳ Adobe Suite
- ↳ Miro & Whimsical
- ↳ Notion, Jira & Confluence
- ↳ Premiere Pro
- ↳ Rhino 3D & Arduino

Experience



[1] Lifesum, Sweden

Product Designer
October 2025 - Present

Designing for health at scale — helping over 60 million Lifesum members build sustainable habits through joyful, deeply human experiences. Explored intermittent fasting and the wellbeing journey of people undergoing GLP-1 treatment, while contributing to the future direction of nutrition tracking. Thanks to this role I am growing deeply curious about where companion experiences and preventative healthcare are heading — and how design can make them feel genuinely human.

- ↳ Lifesum
- ↳ Spotify
- ↳ NHS Scotland
- ↳ POW Sweden

[2] Protect Our Winters, Sweden

Product Designer (Volunteer)
May 2024 - Present

Volunteering with POW Sweden — a network of outdoor people mobilising for climate action to protect the places and lifestyles they love. Contributing to the science and creative teams on campaigns at Swedish and European level. Currently co-leading the Swedish Glaciers project, documenting how glacier loss affects water systems, biodiversity, and the long-term health of the communities that depend on winter.



[3] Spotify, Sweden

Product Designer II & Product Designer
2021 - 2024

Owned the full UX/UI of the Spotify TV app (~40M MAU) — translating a complex, data-rich product into a clear, accessible experience across a large-screen surface. Later joined a mobile team delivering human, culturally relevant experiences across international markets — working across strategy, research, and concept testing in a fast-moving cross-functional environment.

[5] Spotify, Sweden & The UK

Product Design Intern & Voice UX Design Intern
2018 & 2019

Early exposure to designing across multiple surfaces and interaction models — voice UX on Amazon devices and Siri, large-screen on Apple TV, and the Car Thing product spanning UX flows, voice iteration, and onboarding. Also contributed to strategic partnership development, creating concept series to help establish collaborations with brands including Disney and IKEA. Built a strong foundation in how complex experiences need to adapt — in tone, interaction, and clarity — depending on who is using them and where.

[7] NHS Scotland, The UK

Service Designer
2017 & 2018

Collaborated with NHS Scotland and University Hospital Crosshouse to research and redesign the endoscopy patient journey — from pre- to post-procedure. Used ethnographic research, journey mapping, and staff interviews to understand the real challenges faced by both patients and clinical staff. Designed a series of interventions to improve the experience on both sides: a pre-procedure checklist to ensure patients arrived informed and prepared, and a suite of digital tools including podcasts and audio content to educate patients about their health and upcoming procedures — reducing anxiety and stress before and during care.

[4] Spotify, Sweden

Junior Product Designer
2019 - 2021

Within months of joining, took full ownership of experiences across all Spotify Big Screen devices — used by tens of millions of people across multiple platforms and markets. Built platform-specific interactions, led new market launches, and shipped new content features at scale — developing a deep instinct for designing complex products that feel simple and intentional to the people using them.

[6] Clinical Innovation Zone, The UK

Design Futurist
2018 - 2019

Used Strategic Foresight and Systems Thinking to explore a future where cancer care extends beyond the clinic — into prevention, recovery, and long-term health management. Working across research, speculative design, and systems thinking, explored how advancements in precision medicine and genomic technology could reshape the relationship between patients, data, and healthcare professionals. Final outcome: Maia — a voice-controlled smart device and companion system for cancer survivors. Designed to reduce Fear of Cancer Recurrence (FCR) through conversational guidance, emotional support, and at-home health monitoring. Maia enabled survivors to track stress and emotional wellbeing, conduct safe at-home blood tests, and share analysed data with doctors for personalised follow-up care — while ensuring users maintained full control over their health data.

[8] Bottle of Ginger, The UK

Community Designer
2017

Worked with Bottle of Ginger, a newly founded social enterprise in Glasgow's East End, to shape its early-stage business through branding, product strategy, and community engagement. Developed a series of community events and workshops to foster local collaboration, and introduced a circular economy approach centred on bottle recycling and reusability. Designed an eco-friendly packaging concept and a customer engagement strategy — including a stamp-based rewards system — to build participation and loyalty from the ground up.

