

Johnny Vigersten

Tester & UX/UI Designer

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About Me

Since childhood I've been interested in technology and creativity. Everything from video games and computers to cameras, image editing, filmmaking, and web design has been part of it in various forms all along. High school was spent in the creative sphere with photography, film, and web, while my later education, which came somewhat later in life after some work experience, led me onto the path I'm on today.

My primary focus professionally is testing, but to broaden myself and become a bigger asset, I've drawn on my creative streak and pursued further education in UX/UI design, alongside a genuine interest in technology that has led me toward security principles, cybersecurity, hardware, programming, and AI.

Altogether, my somewhat diversified skill set has made me a better tester, designer, and team member for my colleagues, and a greater asset to the company, since I've built up a strong understanding of software development as a whole.

Skills

- Exploratory testing, test design/planning, critical thinking
 - Python, Go, JavaScript, HTML, CSS, SQL
 - Docker, Kubernetes, GitHub Actions, CI/CD, AWS, Azure
 - Git, GitHub, GitLab
 - Linux, MacOS, Windows, Android, iOS
 - Playwright, Postman, Wireshark, Jira, Azure DevOps
 - Figma, Affinity, Adobe Creative Suite (Photoshop, Illustrator, Premiere, Lightroom, InDesign)
 - Security principles, Threat analysis, VPN Clients/Servers, Device hardening
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Experience

Maxitech AB — Tester & UX/UI Designer

Apr 2024 – Present

Working as a consultant, currently on assignment at Sectra Communications. Working with secure communication systems, mobile devices, VPNs, and related infrastructure.

B3 Commit — Tester & UX/UI Designer

Dec 2021 – Apr 2024

Worked in a project for Epiroc, a multinational mining company. Helped build a large platform covering workshop users, HR, customers, and field operators. Responsible for UX/UI design across multiple areas and for testing and quality output within my team.

Nethouse — Tester & UX/UI Designer

Oct 2016 – Dec 2021

Started as a junior software tester after a 3-month internship. Grew into a combined testing and UX/UI design role, leveraging a background in design. Worked across multiple client projects including Securitas, Avarn, Bufab, Nobeli, Kopparbergs, Jula, Transportstyrelsen, Kommuninvest, and Elon.

J.Vigersten Creative — Photographer & Video Creator

Jul 2014 – Jul 2021

Ran a side business doing photography and video production for businesses. Produced profile photos, environment and interior photography, and video content for websites, conferences, and social media.

PostNord — Manager & Terminal Worker

Nov 2010 – Oct 2016

Progressed from terminal worker to production manager over 6 years. Responsibilities included managing employees, hiring, and overseeing daily production.

Education

Boot.dev — Backend Developer & DevOps Engineer path

boot.dev/u/fabulousbernt

May 2024 – May 2026

Completed Boot.dev's Backend developer path and DevOps Engineer. Totalling 20 courses and 8 projects covering AWS, logging, Python, Go, data structures & algorithms, functional & object oriented programming, HTTP servers, SQL, Docker, Kubernetes, CI/CD, memory management in C, pub/sub with RabbitMQ and retrieval-augmented generation (RAG).

IT-Högskolan — SecureDevOps (Higher Vocational Education)

Distans — 2025

Completed IT-Högskolan's HVE-course SecureDevOps, which ran for 6 weeks. During the course I learned to set up CI/CD pipelines in Azure with code linting, automated tests, dependency & vulnerability scanning, and OWASP security scans on every pipeline build. I also learned to create, maintain, and use Dockerfiles, orchestration in Kubernetes, and hosting and containers in Azure.

EC Utbildning — Software Tester (Higher Vocational Education)

Örebro, Sweden — 2015–2016

Over 1.5 years I attended EC Utbildning's Software Tester program. During the program I learned how different schools of testing work and what context-driven testing means. We learned test planning, test strategies, test design, bug reporting, programming in Java, exploratory testing, user testing, scenario testing, acceptance testing, and much more.

John Bauer Gymnasiet — IT Media (High School)

Örebro, Sweden — 2007–2010

My upper secondary education covered IT and Media, where we learned media communication, graphic design, web design, photography, filmmaking, and other media-related subjects.

The Interaction Design Foundation

Member since 2024

World-renowned online community with courses and meet ups for designers. Through the platform I have so far completed these courses: Design Thinking, AI for Designers, 21st Century Design with Don Norman

Other

- Languages: English (fluent), Swedish (Native), Italian (Currently learning)

- Drivers license