

Resumé

Dennis Lantz
Forskningsringen 94
174 61 Sundbyberg

dennislantz@hotmail.com
+46 (0) 709 45 54 59
LinkedIn: [Atmosfaren](#)
Portfolio: [Atmos Design Studio](#)



Professional Experience

Parking Time – UX/UI Lead and Business Strategist (Spring 2024)

- Led the design and user experience (UX/UI) strategy for the platform, focusing on improving user flows and interface.
- Collaborated closely with stakeholders to ensure business strategies aligned with the design.

Red Milk LLC – Project Manager, Scrum Master & Business Strategy Analyst (June – August 2024)

- Directed the development of an app concept, responsible for UX research, team management, and project coordination.
- Served as Scrum Master, managing timelines, sprints, and team progress.
- Made strategic design decisions, with a focus on user experience and business model optimization.

Pro Event Staffing – Lead Developer & UX Designer (Ongoing)

- Responsible for the complete design and development of the company's digital platform, including coding and UX design.
- Oversees design decisions and leads the technical development throughout the project.

Ahum – Team Member & UX Researcher (June 2024)

- Conducted user research and collaborated with a team to implement user-centered solutions for the company's platform.

Carl F (School Project) – Project Leader, UI/UX Designer (2023)

- Managed a school project, responsible for UI and UX design with a focus on creating a user-friendly and intuitive experience.
- Applied agile methods to lead the project team and deliver solutions on time.

ICA Kvantum Värtan – Sales Associate (2011–2023)

- Worked in customer service and store operations, taking initiatives to improve customer interactions and internal processes.
-

Resumé

Dennis Lantz
Forskningsringen 94
174 61 Sundbyberg

dennislantz@hotmail.com
+46 (0) 709 45 54 59
LinkedIn: [Atmosfaren](#)
Portfolio: [Atmos Design Studio](#)



Dance Experience

Founder & Leader

Funky 4 Generations (2014–On Hold) – A dance organization I co-founded to foster the locking dance community globally. I organized workshops, battles, and events across Sweden and collaborated with other events world wide.

Dance Society Sweden (2008–2019) – Founded to build the dance scene in Sweden, arranging dance events, workshops, participating in battles and promoting different dance styles nationwide.

Locking Style Sweden (2014–2019) – Created to educate dancers on the history and techniques of locking, while promoting international collaborations between Swedish dancers and global locking legends.

Judge & Instructor

Las Vegas Locking Camp (2016–2019) – Volunteered as an koordinator, supporting the locking community with pioneers, while also helping organize the camp and all kinds of support aroun.

Lock City (Singapore 2016) – Served as a judge for an international locking battle.

Allstyle Battle (Lithuania 2012) – Judge for an international dance competition that combined various styles.

Allstyle Battle (Austria 2017) – Judge for a multi-style dance battle in Austria.

Streetdance School, Norrköping (2004–2010) – Taught locking, popping, hiphop classes, mentoring young dancers and fostering a strong community for street dance in the region.

Norrköping Dance Academy (2013–2016) – Conducted regular classes and workshops on locking and other street dance forms, helping dancers grow technically and creatively.

Danced in Over 10 Countries (2006–2019) – I've travelled globally to teach workshops, spread knowledge and mentoring, sharing my passion for locking and street dance in countries like Singapore, Lithuania, Austria, the US, Russia and many more.

Resumé

Dennis Lantz
Forskningsringen 94
174 61 Sundbyberg

dennislantz@hotmail.com
+46 (0) 709 45 54 59
LinkedIn: [Atmosfaren](#)
Portfolio: [Atmos Design Studio](#)



Education

Experience Designer

Changemaker Education, Stockholm (Expected graduation: 2025)

Agile Project Manager & SAFe 5.0

Changemaker Education, Stockholm (Graduated: 2021)

Streetdance, Locking One Style

Åsa Folkhögskola, Sköldinge (Graduated: 2013 & 2014)

Skills

- **Technical tools:** HTML, CSS, JavaScript, Figma, Adobe, Miro, Mural, Scrum, Kanban
- **Agile methodologies:** Facilitation, Project Management, SAFe, UX Research, Wireframing, Prototyping
- **Languages:** Swedish (native), English (fluent)
- **Other:** Creative problem-solving, User-centered design, Teamwork, Resilience, Pedagogical skills

Certifications & Licenses

- **Driver's License** – Category B (Valid in Sweden and internationally)
 - **SAFe 5.0** - Agile Certification
 - **Heavy Machinery & Equipment** – Overhead Crane, Forklift, and Aerial Lift
-