



# Dino Hamidović

M.Sc. Human-Computer Interaction and Design

**Phone:** +353831502687  
**Mail:** [dinohamidovic13@gmail.com](mailto:dinohamidovic13@gmail.com)  
**Portfolio:** <https://www.dinohamidovic.com/>

## SKILLS

---

Academic Writing  
Workshop Hosting  
Technical Instruction  
UI Design  
Graphic Design  
3D Modelling  
Video Editing  
Sound Design  
Web Design  
Distributed Systems  
Application Development  
Statistical Data Analysis  
Interpersonal Skills  
User-Centred Design  
Prompt Engineering  
Human-AI Interaction

## SOFTWARE + TOOLS

---

Ableton  
Blender  
Couchbase  
Docker  
Figma  
HTML + CSS  
Illustrator  
Kubernetes  
NetLogo  
Photoshop  
Python (PyQt5)  
RStudio  
SPSS

Product Developer with a background in Human-Computer Interaction and UX research. Experienced in designing AI-driven tools, running workshops, and building scalable systems. Currently living in Stockholm, with international experience in Ireland and the Netherlands.

Driven by a passion for creative problem-solving, I bring a patient and motivated approach to every project. My keen eye for design and love for the iterative design process have been honed through my experiences in both academic and professional settings.

## WORK EXPERIENCE

### Developer, Product Designer & Community Builder

*2Hero AB, Sweden*

*August 2025 - Present*

Currently working as a Product Developer, Designer, and Technical Consultant at 2Hero, where I design and develop an AI-powered IDE that accelerates the development of enterprise-grade distributed systems. In parallel, I advise external companies on adopting AI technologies and building scalable systems, using the IDE as both a demonstration and practical solution. I lead workshops and hands-on labs, creating training materials to help participants understand and apply AI in real-world scenarios. I also organise hackathons weekly.

### UX Designer and Researcher

*Fraunhofer Innovation Platform, Netherlands*

*January 2025 - May 2025*

Worked on a collaborative project between Fraunhofer and Van Den Bos Robotics. Here I was tasked with designing the front end for a factory simulation tool. This involved programming, wireframing, graphic design, and conducting interviews with stakeholders.

### Waiter

*Platform 61 Restaurant, Dublin*

*September 2022 - July 2023*

Worked as a part-time waiter in a busy restaurant. Here I developed time and stress management skills, and became a better communicator as this was a fast-paced, customer-centric environment.

### Sales Assistant

*Dunnes Stores, Ireland*

*September 2019 - June 2022*

Worked in a grocery store during the COVID-19 pandemic. Here I gained experience with customer service and stock management.

## EDUCATION

### M.Sc. Human-Computer Interaction and Design

*KTH Royal Institute of Technology, Sweden*

*August 2024 - August 2025*

Exit year of EIT Digital double-degree in HCID. This involved projects in machine learning for musical analysis, statistical research projects, and a final thesis project about gamified user onboarding for a factory simulation tool.

### M.Sc. Human-Computer Interaction and Design

*University of Twente, Netherlands*

*August 2023 - July 2024*

Entry year of EIT Digital double-degree in HCID. This involved conducting user experience research projects and applying design thinking methodologies to develop innovative and user-centered solutions.

## LANGUAGES

---

English (Native)  
Croatian (Native)  
German (Beginner)

## BSc. Computational Social Science

University College Dublin, Ireland

September 2019 - June 2023

Bachelor's Degree in Computational Social Science, with a joint minor in Sociology and Politics. This involved large data analysis projects, projects in agent-based modelling, and sociological research writing.

## Secondary Education

Saint Andrew's College, Ireland

September 2013 - June 2019

## HOBBIES

---

Piano Playing  
Music Production  
Drawing  
Exercising

## PERSONAL & UNIVERSITY PROJECTS

### Interrail.EU User Research

Conducted an in-depth user experience research project to evaluate the usability of the Interrail.EU website and mobile application. This project employed a multi-method approach, utilizing focus groups, in-depth interviews, and large-scale surveys to gather user feedback and analyze user behavior. This project was completed individually for a course titled "Concepts, Measures, and Methods".

### Gamified User Onboarding

Created a gamified user onboarding experience for the software I created at my internship for my thesis project. To test its effect on cognitive load and engagement, I conducted experiments to compare it to the traditional onboarding experience.

### Adversarial Audio Manipulation for AI Music Classification Bypass

Investigated the vulnerability of AI music classifiers by developing an imperceptible adversarial noise generation method using CLAP embeddings and a Multilayer Perceptron classifier. Our experiments demonstrated high success rates in misclassifying AI-generated music as human-made while maintaining inaudible noise levels, highlighting critical security gaps in current AI music classification systems. This was executed in a team with three others, for a course titled "Music Informatics".

### Music Production

Taught myself how to produce music and how to market my work on a YouTube channel that now has nearly ten thousand subscribers. By doing this I was able to make connections with big artists and even record labels.

