



# Rune Aaslet

## Process and Innovation Engineer (BEng)

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### PROFILE

I am a curious and creative Process and Innovation Engineering graduate from DTU, with a background in fashion design and experience in technical visualization, process development, and user-centered solutions. Through my work at Novo Nordisk and my bachelor's project in laboratory automation, I have gained experience in understanding technical processes, identifying user needs, and turning complex challenges into practical solutions. I enjoy working across disciplines, learning new technologies, and collaborating with others to develop solutions that are both functional and easy to use. I am particularly motivated by the opportunity to contribute to medical technology that makes a meaningful difference in people's lives.

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### CORE COMPETENCIES

**Product Development:** Experience translating ideas and technical challenges into practical solutions. I combine creative problem-solving, technical understanding, and hands-on development with a focus on functionality and usability.

**Stakeholder Management:** Comfortable collaborating with different professional disciplines and stakeholders. Experienced in identifying needs, aligning expectations, and incorporating different perspectives into the development process.

**Market and User Understanding:** Experience investigating user needs through qualitative interviews, observations, and usability testing. I use these insights to identify opportunities for improvement and develop solutions based on users' experiences and challenges.

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### EDUCATION

Technical University of Denmark (DTU), BEng Process and Innovation

2022 – 2026

- **Academic Focus:** Product development, innovation, project management, user-centered design, and technological solutions.
- **Bachelor's Project:** Developed a Mixed Reality prototype in Unity at DTU Arena for Life Science Automation (DALSA), focusing on training for automated laboratory workflows, interaction design, and usability. Received a grade of 10 on the Danish 7-point grading scale following the oral examination.
- **User-Centered Development:** Collaborated with Hillerød Hospital to improve patient information materials through interviews, usability testing, and redesign.
- **International Field Study:** Investigated innovation in smaller communities in Sisimiut, Greenland, using observations and qualitative interviews.
- **Practical Skills:** Project planning, workshop facilitation, prototyping, problem-solving, and cross-functional collaboration.

Scandinavian Academy of Fashion Design, Bachelor in Fashion Design,

2017 – 2020

- **Graduation Project:** Received a grade of 12 and was awarded the Benedikte Prize for my graduation collection.

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### WORK EXPERIENCE

XR Intern, Novo Nordisk

2025

Robotics/XR, Pharmaceutical Industry

- **3D Visualization:** Developed animations and 3D models in Blender to visualize robots, automated processes, and operators' tasks.

- **Digitalization:** Developed interactive 360° virtual tours of warehouse and production areas to improve accessibility and provide a clearer overview of facilities.
- **Process Mapping and VR:** Mapped workflows and developed storyboards as a foundation for VR-based employee training.
- **Technical Communication:** Presented the department's work with emerging technologies through internal presentations for employees and stakeholders.

## Administrative Warehouse Assistant, Tjellesen Max Jenne

2019 – 2025

### Pharmaceutical Wholesaler and Distributor

- Verified and processed credits for pharmaceutical products returned by pharmacies and maintained records in Axacon and Axapta.
- Identified and documented discrepancies, registration errors, and missing information in the returns process.
- **Result:** Contributed to the implementation of a digital solution that improved workflows and reduced manual errors.

## Fashion Designer, Busters World Brand

2019 – 2020

### Fashion, Design and Product Development

- **Design and Product Development:** Worked on concept development, clothing design, and collections from initial sketches to finished products.
- **Hands-On Design:** Developed patterns, sewed prototypes, and produced garments with a focus on fit, materials, and aesthetics.
- **Project Coordination:** Coordinated tasks, facilitated meetings, and collaborated with the team on collection development and presentations.
- **Event Planning:** Contributed to the planning and execution of the brand's FW20 fashion show at Cliffe, including model casting, styling, and show coordination.

## IT

**3D Modeling and Visualization:** Blender · Creo

**XR and Interactive Development:** Unity · Mixed Reality · Virtual Reality · 360° Media

**Design and Prototyping:** Figma · Adobe Photoshop · Adobe Illustrator

**Project Tools and Productivity:** Microsoft 365 · Excel · PowerPoint · Miro

## LANGUAGES

Danish: Native | English: Fluent | German: Basic

## INTERESTS

**Magic: The Gathering:** I regularly play at my local game store, where I enjoy the strategic challenges and social community.

**Cycling:** I enjoy road cycling on my classic road bike and mountain biking on forest trails.

**Baseball:** Member of the Danish national team's extended squad, training with the ambition of competing at the 2027 European Championship.