



Skillset

- End-to-End Design
- Product Design
- UI/UX Design
- Design Systems
- Concept Development
- Motion Design
- Design Leadership

Tools

- Figma
- Photoshop
- After Effects
- Premiere Pro
- Claude Code
- Codex
- Notion

Interests

- Fitness & Sport
- Travelling
- Design

Contact

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Esben Lorenzen

Copenhagen-based product designer with 15+ years of experience. I've designed for companies big and small, from founding designer at Pento, where I built and led the design team, to larger teams at Multiverse and HiBob. My strengths lie in typography, interaction, accessibility and design systems.

Experience

Principal Product Designer, Multiverse

Aug 2024 – Sep 2025 · Remote

Part of a design team of 20, working across product teams to raise the quality bar and strengthen the design system as a shared foundation for design and engineering. That meant tightening the match between design and code and setting up how components get proposed, reviewed and shipped. I also mentored designers and led the design work on key company bets.

Design Consultant, HiBob

Feb 2024 – Aug 2024 · Remote

Joined as part of an acquisition to lead the design side of the integration. I brought Pento's payroll product into the HiBob platform and reskinned the whole app to match HiBob's brand, design system and feel, working closely with their design and engineering teams to make it feel native rather than bolted on. Along the way, I coached HiBob's design team on how we approached product and design.

Design & Product Lead, Pento

Mar 2020 – Aug 2024 · Copenhagen

I was the founding designer at Pento, from seed to Series B. I led design across the company, from the design system and Figma library to hiring and building the team, and worked closely with product and engineering to shape what we built and kept design true to production. I also designed our fundraising decks, and investors regularly singled out the product design.

Senior Designer, Patientsky

Apr 2018 – Feb 2020 · Copenhagen

As the sole designer at PatientSky (later acquired by EG), I was responsible for both the product and the design system across our healthcare software for doctors and patients. I started out designing the clinic and patient-facing interfaces, built the component library that grew into our design system, and travelled regularly to clinics in Norway to observe how doctors used our product.

Digital & Motion Designer, Great Works

Oct 2016 – Feb 2017 · Copenhagen

Part of the team behind the new website for Ørsted's rebrand from DONG Energy. The site was modular and built on a lot of prototype testing with real users. I worked alongside the UX designers to design and animate the presentations we used for board meetings and user tests.

Freelance Web Designer

2010 – 2016 · Copenhagen

Designing and building websites for clients of all sizes. This is where I learned the craft, and where my love for detail started.

Education

Design Fellow, On Deck Design

Jan 2022 – Dec 2023 · Remote

A two-year fellowship with a community of experienced designers, focused on design leadership and growing alongside a network of peers.

Bachelor in Visual Communication, Major in Interactive Design, DMJX

2014 – 2017 · Copenhagen

A broad design degree covering interaction and interface design, motion, service design, branding and user research, with a hands-on side in creative coding and physical computing.

Webintegrator, Roskilde Tekniske Skole

2011 – 2012 · Roskilde

Front-end and back-end web development with HTML, CSS, PHP and MySQL, which still shapes how I design for what's buildable.

Mediegrafiker, Københavns Tekniske Skole

2009 – 2010 · Copenhagen

Foundations in graphic design across web, print and mobile, from magazines and brochures to early app design.