

Work

NOW

Graphic design at Thunderkick, Stockholm.

–Illustration, concept design, art direction and graphic production for online games.

2007–2012

Art Director at NetEnt, Stockholm.

–Illustration, concept design, art direction and graphic production for online casinogames.

Graphic design/ illustrator, Stockholm.

–Various work. Including projects for MAP Antalis, Leo & Majken, Vildmarksmässan -09, Kamratposten, IK Stockholm, Thelma/Louise.

2007

Designer at Foreign, Stockholm.

–Graphic design and illustrations for commercial sites. Including projects for IKEA, Taco bar, Beckers, H&M.

2006

Graphic design/ illustrator, Stockholm.

–Various work. Including projects for Stardoll, SR P3, SR P3 Star, Pilo of sweden, Deasign.

AD assistent at Blink, Stockholm.

–Graphic design and illustrations for commercial products. Including projects for Lidl, ICA maxi, Plantagen.

2004–2005

Graphic design at Goodgame, Stockholm.

–Design and illustrations for a re-design of an online community.

Work at SamSari, Stockholm.

–Illustrations for flash productions. Including projects for Sonyericsson, Ericsson, Handelsbanken, IKEA, Atlascopco, SEB, Teliasonera.

Work at Medix production, Stockholm.

–Illustrations, animations and post production for educational films. Logotype, businesscard and website. Designing DVD and VHS covers.

2001–2003

Graphic designer at SR P3 Star, Stockholm.

–Design, print, illustrations and HTML for an online community.

Work at Medix/ Can Video Production.

–Illustrations and animations for TV production.

Graphic designer at Blinkers, Stockholm.

–Trainee. Design for print, web and magazine production.

Some various work.

–Extreme Hoverboarding, Jaij, Demian Zarins.

2000–2001

Art Director at Visionpark, Stockholm.

–3D graphics and graphic design, for computer-games.

Art Director at Visionpark TV, Stockholm.

–Cross platform concept development, 3D graphics and graphic design.

1999

Illustrator at SVT-im, Stockholm.

–Illustrations for CD-rom production.

AD assistent at Visionpark, Stockholm.

–Picture management and retouch, for computer-games.

1998

AD assistent at SVT-im, Stockholm.

–Trainee. 3D graphics and illustrations for CD-rom production.

1997–1999

Illustrator at Decam AB, Karlskrona.

–Occasional work with Illustrations and graphics for CD-rom productions and TV.

1996

Software production at Jetsoft, Linköping.

–Massproduction, packaging and distribution of mac and pc software.

Admin assistent at PMdata, Linköping.

–Invoice and economics management.

1995

Admin assistent at PMdata, Linköping.

–Trainee. Invoice mangement, phone salesman, responsibility for phone order distribution.

AD assistent at DeGrafico, Linköping.

–Trainee. Production of company decals and signs.

Education

NOW

Japanese language studies, Stockholm.

–JLPT level N4.

2015

Certified Permaculture designer, Stockholm.

–72 hours PDC course.

2008

Brand strategy at Berghs, Stockholm.

–5 days intense course.

–Included: Brand history, brand orientation, brand positioning, targetgroup segmentation.

2005

Graphic design at Forsbergs, Stockholm.

–33 hours design course.

–Included: Creative thinking, CD cover, Book cover, Magazine layout.

2002–2003

Flash MX at Studieförbundet, Stockholm.

–20 hours course.

–Included: Basic functions, animation, interactivity.

InDesign at Folkuniversitetet, Stockholm.

–16 hours course.

–Included: Typography, images, layout.

Typography at Folkuniversitetet, Stockholm.

–80 hours designcourse.

–Included: Typography, fonts, paper format, layout.

1999–2000

3D graphics at Graphic studio, Stockholm.

–One year (of 2) of 3D modelling, animation.

–Included: 3D graphics, dramaturgy and scripting, basic computer knowledge, color and form, history and future visions, sound and image.

1997–1999

New media design at HyperIsland, Karlskrona.

–2 years of project management in new media industry.

–Included: New media industry, interactivity, digital design, on-line publishing, new media programming, modelling and animation, virtual reality, video and sound, programming and automation, project management, marketing and promotion.

Specialization: 3D modelling / graphics.

1995–1996

Cartoonist education at STS, Hofors.

–One year comicbook education.

–Included: Script writing, dramaturgy, color management, model drawing, comicbook writing / drawing.

Examproject: Beskyddarna.

1992–1995

Commerce at Katedralskolan, Linköping.

–3 years of commerce high school. With aim at administrative work and economics.