

## Work

NOW

**Graphic design/ illustrator, Stockholm.**

–Various work.

2012–2023

**Graphic design at Thunderkick, Stockholm.**

–Illustration, graphic design, corporate branding, marketing, animation.

–Art direction, illustration, concept design, animation 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 web. 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, target group 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 two) 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.