

curriculum vitae

Contact

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Education

2009- **Child Culture Design MA level, 120p, 120 ECTS**
HDK - School of Design and Crafts, Göteborg University, Sweden

The aim of Child Culture Design is to give the students advanced knowledge about creative processes and the possibility of forming their own clearly defined attitude to the subject of design. The students will simultaneously be provided with specialist qualifications for focusing on children's perspectives. On children's and young people's participation and influence in society. On children's play, learning, development, culture and health, and above all on the tools of play. The specialization will take as its starting point each student's individual goals. Theory and practice are sandwiched during the period of study. Tuition is carried out in project form, and consists of lectures, seminars, workshops, thematic work and your own individual work.

2004-2007 **Interaction Design, 120p, 180 ECTS**
K3 - Arts and Communication, Malmö University, Sweden

Interaction design can be described as a work model to adapt technology to humans with the goal to improve life and create new and exciting experiences. The Interaction Design Program a three year long undergraduate program with emphasis on interaction technologies such as object-oriented programming and prototyping. A majority of the work is project- and problem based. Also, several projects are carried out cross-disciplinary with the other undergraduate programs. The final semester consists of full-time exam work. My exam work consisted of the thesis entitled "The Common Fate Memorial" together with an online prototype.

2006 autumn **Erasmus exchange Istanbul**
VCD - Visual Communication Design, Bilgi University, Istanbul, Turkey
Focusing on visual communication design, following the courses Digital Vector Graphics, DVD Design, Multimedia Design, 3D Computer Graphics and Web Design.

2003-2004 **Education in web design, graphic design & programming**
Nordic Technology Institute, Malmö, Sweden
Full time studies during three terms. The first term I followed courses on desktop publishing and graphic design, and learnt how to use Illustrator, Photoshop and Indesign. The second and third term was focused on web design, multimedia and programming; learning Flash, Dreamweaver, Fireworks, Director, Premiere and learning HTML, ASP.NET and PHP.

2002 autumn **Ethnology, 20p, 30 ECTS**
Gotland University, Sweden

2001-2002 **Archaeology, 40p, 60 ECTS**
Gotland University, Sweden

Work experience

- 2009.06 **Workshop Leader** Blushing Boy went to Spain and *Escuela Superior de Diseño "Antonio López"* in Tomelloso, to head a workshop entitled "Subtle Difference - Critical Design in Times of Crises", which included lectures about Interaction Design, Critical Design, and Arduino. The participants got to create critical interactive objects, which were shown in an exhibition on the final day.
- 2009.01- **Blushing Boy** is created by myself and David Cuartielles, as a design studio with a webshop. The webshop is launched (blushingboy.org).
- 2009.01-04 **Web designer** Pickea.se. Developing CMS in Drupal.
(Freelance)
- 2008.01- **Mother** to Bobbie
- 2007.10-11 **Web designer** 1scale1.com, Malmö, Sweden. Developing CMS in Drupal.
(Freelance)
- 2007.08-09 **Project Manager** Interactive installation project in Granada, Spain.
(Freelance)
- 2006.05-06 **Educator Web design** Academedia, Malmö, Sweden
- 2005.05-08 **Receptionist at Hotel** Kockska Gården, Simrishamn, Sweden
- 2005.06-08 **Web Designer** at Cydonia, Malmö, Sweden
- 2002 – 2004 **Event personnel** at Projektbolaget Marknadskommunikation
Part time

Other experience

- 1999 – 2000 **Voluntary work**, Kibbutz Hulata, Israel
- 1999.08-10 **Project assistant**, The Culture Bank, Simrishamn. Creator of the contest "Kalejdoskop" for all high school and compulsory school kids in the area, which had the aim to create better conditions for youths in the Simrishamn region.

Technical skills

- Programming: HTML, CSS, Action script, PHP, (Java, ASP, ASP.NET, SQL)
- Software: Photoshop, Illustrator, Indesign, Flash with Action Scripts, Dreamweaver, LightWave, (Fireworks and Director).

Languages

- Mother tongue: Swedish
- Fluent: English
- Studying: Spanish

Other skills

Driving license

Past Exhibitions

- Folkets Park, Malmö 05/30/2007: The Common Fate Memorial
Malmö Museer, summer 2006: White Lies
Interactivos, Madrid, May 2006: White Lies

Referenses

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