

Portfolio

www.arinbjarnarson.se/acne
www.instagram.com/babyglupsk

**Experience
(selected)**

Designer
Freelance
Hybrid, 2022–

Design, art direction and concept development, using mainly digital, print and web design (often implementing video and photo editing) with collaborators in the cultural field or self-initiated projects.

Design Intern
Snøhetta
Oslo, 2025–2026

Designing brand identity through digital, physical and spatial implementations of graphic design, collaborating across disciplines with product designers, interior and landscape architects.

Design Intern
Research and Development
Stockholm, 2024

Web design, animation (2d, 3d) and graphic design. Implementing design and art direction in collaboration with front-end developers, as well as UX designers.

Jury member
Svensk Webbkunst 2021–2024
Stockholm, 2024

Research on Swedish web design, nominating, phrasing motivations and selecting recipients of the award.

Education

BFA, Visual Communication
Beckmans College of Design
Stockholm, 2022–2025

Artistic design education on bachelor level. Design method, concept development, graphic design and communication through photographic image. Rich in group projects and interdisciplinary external collaborations.

Östra Grevie folkhögskola

Preparatory art and design programme.

**Tools
and skills**

Graphic and motion design

Proficient in InDesign, Illustrator, Photoshop, After Effects, Premiere Pro, Cavalry and Blender. Sketching, creating and exporting final products. Experienced in Resolume and Cinema4D.

Web design

Working knowledge of Figma, HTML, CSS and ChatGPT (for programming), designing web pages from scratch, or by using CMO like Cargo.

Sketching and illustration

Analogue and digital sketching of ideas, illustrations and handlettering.

Language

English (proficient)
Swedish (native)
Scandinavian (working)



What interests you about working in fashion and digital design at Acne Studios?*

I am convinced working with and for other disciplines than my own is a very good thing, whether it is collaborating with artists, developers or other disciplines of design. This creates room for interpretation and interesting challenges to solve. An aspect of working with Acne Studios and fashion that interests me is the opportunity to translate ambitious and cared for design, into other mediums and platforms.

My experience from studying among fashion and product designers, and working alongside architects and interior designers, has given me tools and understanding that this kind of work requires.

In all projects, I always try to implement a digital perspective, on how something is presented, or even how it is made. In addition to exploring new ways of solving problems and finding ways to be efficient and direct, I pay attention to detail. I am sure this would be a good fit for Acne Studio's digital team! As a person, I work fast, I like feedback and I rely on clear communication in team efforts.

**Best,
Adam Arinbjarnarson**

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