Jan Sandberg

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Jan Sandberg is an interdisciplinary visual artist/designer focusing on design research and interactive design. Jan holds a Master's degree in Visual Communication, from FHNW HGK Basel. Areas of expertise include typography, photography and new media. Jan is also knowledgeable in visual/textual/web programming, including basics of Html, Css, and Javascript.

EXPERIENCE

Aavistus Festival   Volunteer. Merch sales, exhibition deconstruction. 2024

«inneremont»   Solo exhibition. Focus: design research, typography and 3D printing. 2024

Pro Artibus & Chappe: Det lyssnande ögat   Exhibition signage. 2024

Raseborgs Museum   Poster Design   Poster: Helene Schjerfbeck. 2024

Futurelab Shanghai   Featured Poster: Rück Tritt Käse International exhibitition via IDCE HGK Basel | Art & Design Education FutureLab. Nov 2023

«Prototypes»   Solo exhibition. Focus: process, poster design and interactivity. 2023

Weltformat Festival: Dexter Sinister   w. Lea Häfliger and Anna Kapi.   Billboarding, installation assembly (Luzern). 2021

ETH Zürich GLAMhack 2021   Visualization for Langstrasse Virtual Tour 1910. 3D Map / rendering of visual tour. 2021

Typographic Summer Program w. Dafi Kühne   Letterpress, typography and theory. 2018

Hangon Kansalaisopisto   Visual identity, photography and print design. 2017 – 2018.

Hanko Fotofestival   Booklet, poster and signage. 2016 – 2017

Hanko Pride   Visual identity, website. 2016

EDUCATION

Tampere University   GIT Version control. Online course. 2024

Interaction Design Foundation   Mobile User Experience Design. Online course. 2024

Hive Helsinki   Piscine: C language & Unix coding bootcamp. 2023

FHNW | HGK   MA Visual Communication and Iconic Research. Design practice, media theory, practical image creation and theoretical explorations. 2020 – 2022

SfG Basel   Typografie / Layout mit InDesign   led by Marianne Diethelm. 2021 – 2022

SfG Basel   Type Design and Lettering   led by Matthias Pauwels. 2021 – 2022

University of Basel   Visible English in the Linguistic Landscape, Environmental Linguistics. 2021 – 2022

UniArts Helsinki   Marketing the Arts   Contemporary marketing practices in the field of art. 2019 – 2020

Aalto University   Urban Experience   Environmental Psychology. 2019 – 2020

FHNW | HGK   Poster Design   poster development through practice, led by Leander Eisenmann. 2019

FHNW | HGK   Inquiry by Design   Design expressions through graphic shapes, led by Michael Renner.

FHNW | HGK   Time Designed   Time based media, led by Gregory Vines / Ted Davis.

FHNW | HGK   Type Design   Fundamentals of letterforms, led by Philipp Stamm.

ZHdK CAS Curating   Contemporary curating. 2018 – 2019

TECHNICAL SKILLS

InDesign	Illustrator	Blender
Cavalry App	After Effects	Affinity Publisher
Affinity Desinger	P5js	Photography
Arduino	Figma Basics	3D Printing
Drupal basics	VVVV basics	Touchdesigner basics
Html basics	Css basics	Js basics
Webxr basics	ARjs mindAr	Drawing