

# Isabelle Björklund

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## EDUCATION

- **Bachelor in fine arts- Product design**  
2013-2016  
*Linneaus university, Kalmar*
- **Exchange semester**  
2015-2016  
*ITU- Istanbul Technical University, Istanbul*
- **Social sciences**  
2010-2013  
*Polhemsgymnasiet, Göteborg*

## SKILLS

### Adobe

Photoshop  
Illustrator  
Indesign  
Premiere Pro

### Design & prototyping

Sketch  
Invision

### 3D-modeling

Solid Works  
Keyshot

### Other merits

Design mentor  
  
Responsible for the  
well-being committee  
  
Project manager for  
events and arrangements  
  
Driver's license

### Professional

Working with CMS  
Basic HTML  
Basic CSS  
Project management  
Customer meetings  
Product development  
Wireframing  
Usability studies

### Characteristics

Problem solver  
Reliable  
Adaptable  
Team player  
Interested  
User-centered  
Caring

## EXPERIENCE

### ● UI, UX & Graphic Designer

jan 2017- now  
*HL Design & Media, Växjö*

This position includes a lot of responsibility since I am the only designer in the workplace. My main work is designing for the web, but also includes branding and print.

My position has given me a great strength in running projects and client contact.

The fast paced industry have made me very adaptable and reliable, in meeting both deadlines and quality.

### ● Internship

oct 2016- dec 2016  
*HL Design & Media, Växjö*

My time as an intern involved a lot of UX-work, testing and market research. I was introduced to the world of web design and marketing. I got the opportunity to design UI for some projects and learn basic HTML & CSS.

### ● TED X

2016- one week workshop  
*Collaboration between LNU, KTH and JIBS, Värnamo*

A collaboration with engineers from KTH and economists from JIBS. We stayed in Värnamo for one week to listen to lectures, and the goal was to develop a product concept for a company.

### ● Design assistant

2015- weekends  
*Petra Lilja Design, Malmö*

My task was to unpack and prepare pieces for display, be a helping hand when setting up the exhibitions, and produce press-material.

## INTERESTS



Games



Innovations



Podcasts



New design