

Isabelle Björklund

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Link to portfolio: isabellebjorklund.com/isabelle-portfolio.pdf



EDUCATION

- **Bachelor in fine arts- Product design**
2013-2016
Linnaeus 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

Basic HTML & CSS
(beginner)

Project manager for
events and arrangements

Driver's license

Methods

Project management
Product development
Wireframing
Usability studies
User research
Prototyping
Field studies

Characteristics

Problem solver
Adaptable
Got an eye for details
Communicative
Result oriented
User-centered
Caring
Reliable
Enjoys responsibility and
challenges.

EXPERIENCE

- **UI, UX & Graphic Designer**
jan 2017- now
HL Design & Media, Växjö

Developing new digital products and improvements for a wide range of clients in industries as education, public sector and industry to name a few.

Responsibilities including delivering UX-work and UI, to create solutions that give value for the user, and the client's business, by improving and creating new websites, webshops and custom systems. In addition to designing, the work also involves client contact, project leading and planning.
- **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, working with concept developing for 3M
- **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