

# Portfolio

Archaeology | Scientific Illustration | Web Development

## Jona Schlegel





# Hello! I'm *Jona*.

Archaeologist, Illustrator, Web Developer  
based in Vienna, Austria

I am a landscape archaeologist and scientific illustrator, combining my skills in fieldwork, geophysical prospection, and web development.

My focus is on creating accessible archaeological content through technical illustrations, digital reconstructions, and interactive web platforms. Thereby ensuring good science and scientific communication.

## About me

## Recent experience and education



website portfolio  
available at  
[jonaschlegel.com](http://jonaschlegel.com)



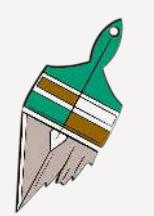
Landscape Archaeology at University of Applied Science, Berlin

Master of Science · 2016–2018



Field Archaeology/Conservation and Restoration at University of Applied Science Berlin

Bachelor of Arts · 2012–2016



### Freelancer at archaeoINK

Combining archaeological data with digital tools for public engagement. Projects include illustrations, web platforms, and interactive databases aimed at making complex archaeological data accessible to a broad audience.

Since 2023



### Researcher at Ludwig Boltzmann Institute for Archaeological Prospection and Virtual Archaeology

Focus: Geophysical surveys (GPR, geomagnetic), database creation (OpenAtlas, CIDOC CRM), and publication of research findings. Notable projects include INDIGO (modern graffiti documentation), Tieschen (Bronze Age settlement), and Müstair (geophysical prospection around the Abbey of Müstair).

2018–2023

## About me

## Skills

**Programming & Web Development** – These skills help create and maintain websites, databases, and interactive platforms that enhance archaeological research, communication, and public engagement.

### Languages & Frameworks



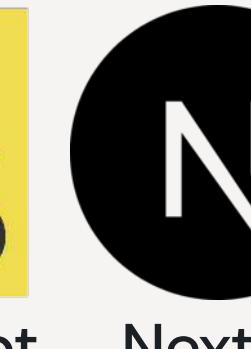
HTML



CSS



JavaScript



Next.js

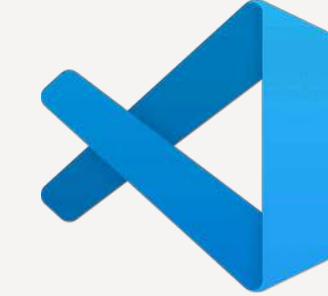


TypeScript



Tailwind

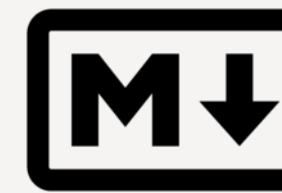
### Tools



VS Code



GitHub



markdown

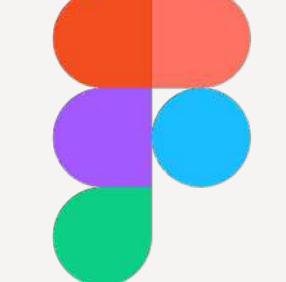
**Scientific Communication & Visualisation (Design & Illustration)** – These tools are essential for visualising archaeological research, communicating findings effectively, and illustrating both technical and interpretative work.



Inkscape



Procreate



figma



miro

**Spatial Analysis & Mapping (Geospatial Skills)** – These skills support archaeological research through mapping, spatial analysis, and visualising complex site data.



ArcGIS



QGIS

SERVICE

# ILLUSTRATION

Creating accurate and engaging visual representations of  
archaeological data, communication and concepts

## The challenge

Data and findings often need to be communicated across diverse audiences—ranging from academic researchers to the public. Archaeological sites and research can be complex, and without accurate or artistic illustrations, the context and significance of artefacts or structures may not be fully appreciated.

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### Specific goals

Provide precise and informative or artistic and playful visual content that aids in the understanding and dissemination of archaeological findings.

### Key services

- **Technical Illustration:** Detailed site plans, maps, and section drawings.
- **Artefact and Reconstruction Drawings:** Visual reconstructions of artefacts and historical scenes.
- **Infographics:** Simplified data visualisations for educational and public engagement.

## Cover design

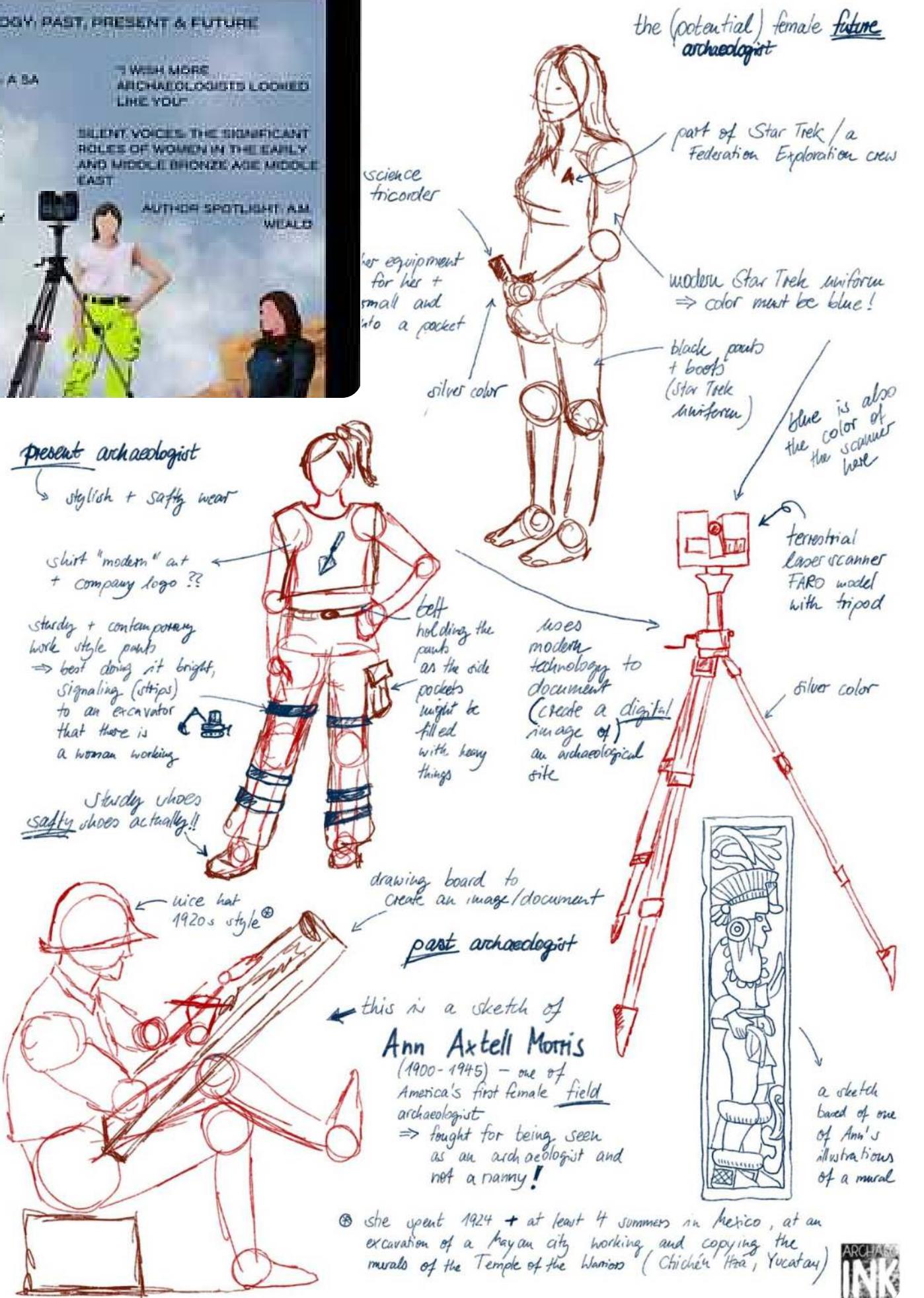
### Adventuress Archaeology Journal

This cover illustration was created for the first issue of Adventuress Archaeology, a journal dedicated to exploring the role of women in archaeology across the past, present, and future. The artwork symbolises the evolution of female archaeologists through different periods, blending historical accuracy with a vision for the future. It features a past archaeologist, present archaeologist, and a potential futuristic archaeologist, each representing their respective time periods and methods.



# ADVENTURESS

ARCHAEOLOGY



Length

1 week (September 2024)

Published

Adventuress Archaeology (Journal publication)

Objective

Visually capture the journey of women in archaeology, highlighting the advancements in technology, fieldwork, and the growing presence of women in this historically male-dominated field.

Challenge

Combining historical and futuristic elements while ensuring accurate representation of archaeological tools and fashion across eras. Balancing artistic style with the professional tone of an academic journal cover.

Target Group & Pain Points

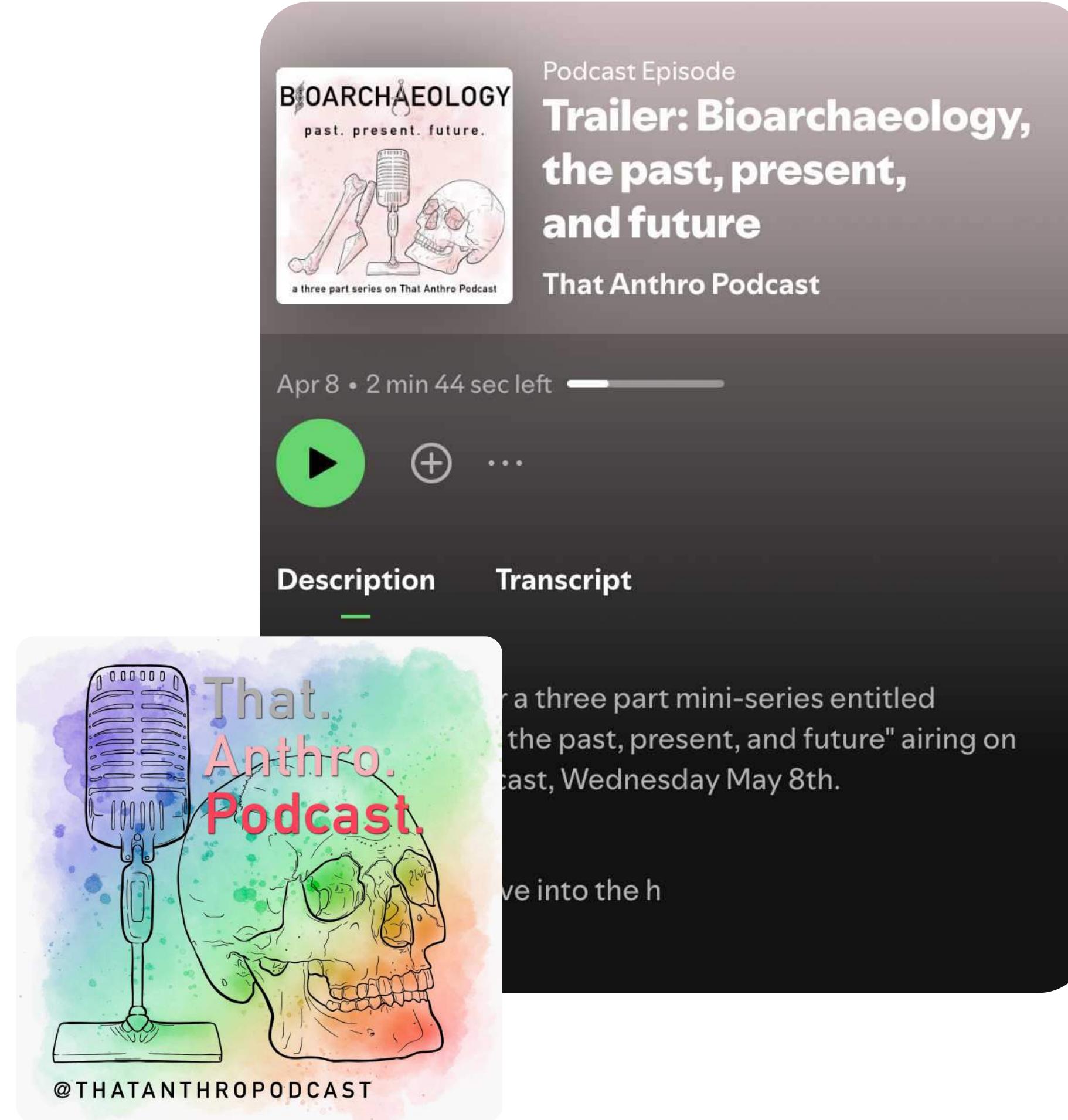
Archaeologists, especially women in archaeology, looking for representation and inspiration in the field. There is often a lack of visibility for women's contributions in the past and future projections in archaeology, making it important to create a cover that resonates and empowers.

## Cover design

### Podcast Episode Cover

This project involved creating the cover design for a three-part mini-series on That Anthro Podcast titled Bioarchaeology: The Past, Present, and Future. The cover artwork features bioarchaeological elements such as a microphone, skull, calliper, trowel, and a DNA string to reflect the podcast's focus on bioarchaeology's role across time.





Length	2023 (completed)
Published	That Anthro Podcast (Gabriella Campbell)
Objective	To create a visually engaging and thematically accurate cover that symbolises the topics discussed in the bioarchaeology podcast episodes.
Challenge	Representing complex bioarchaeological concepts while ensuring the design is clear and resonates with both an academic audience and general podcast listeners.
Target Group & Pain Points	Bioarchaeologists, archaeology students, and podcast listeners, often looking for accessible yet academically grounded content in bioarchaeology, requiring a cover that reflects the depth and scope of the discussions without being overwhelming or too niche.

“

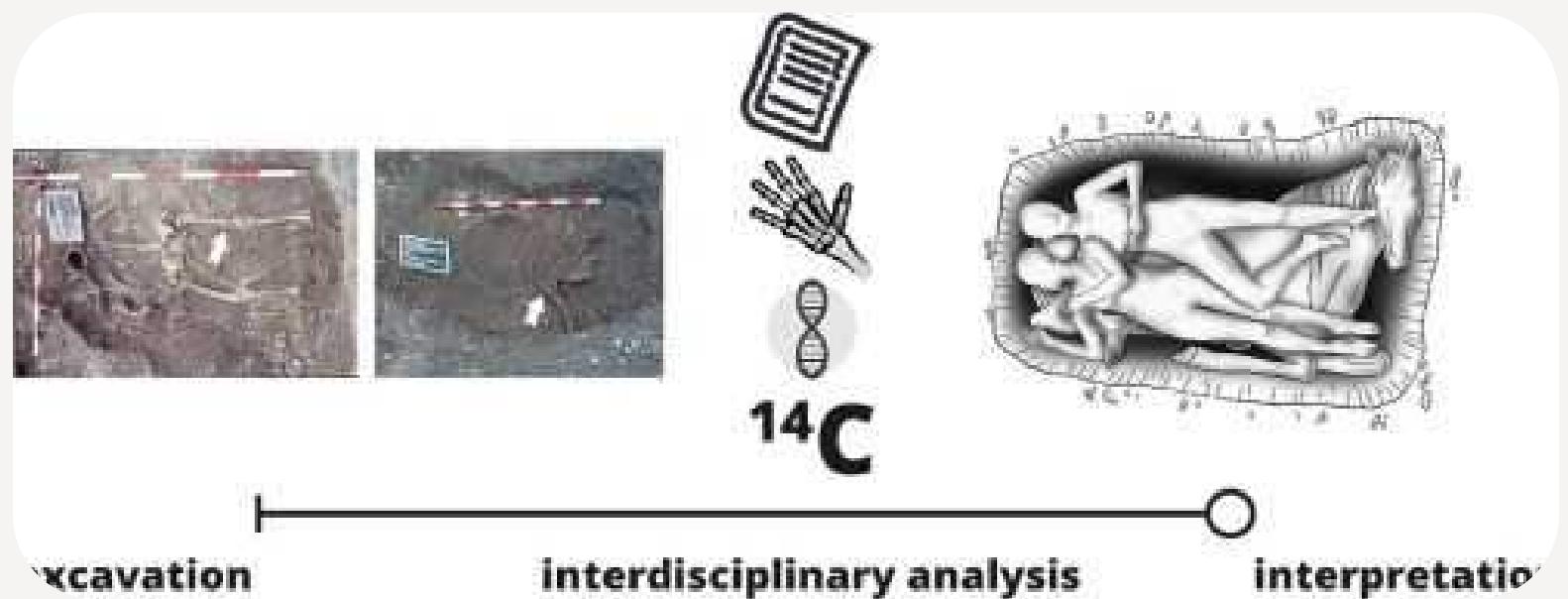
I am so glad that I was able to work with Jona. Her art is incredible and I know this is only the beginning of big things for her. And thanks so for the extras! I know how much work and creativity Jona has put into this, so thanks.



Gabriella Campbell, That Anthro Podcast



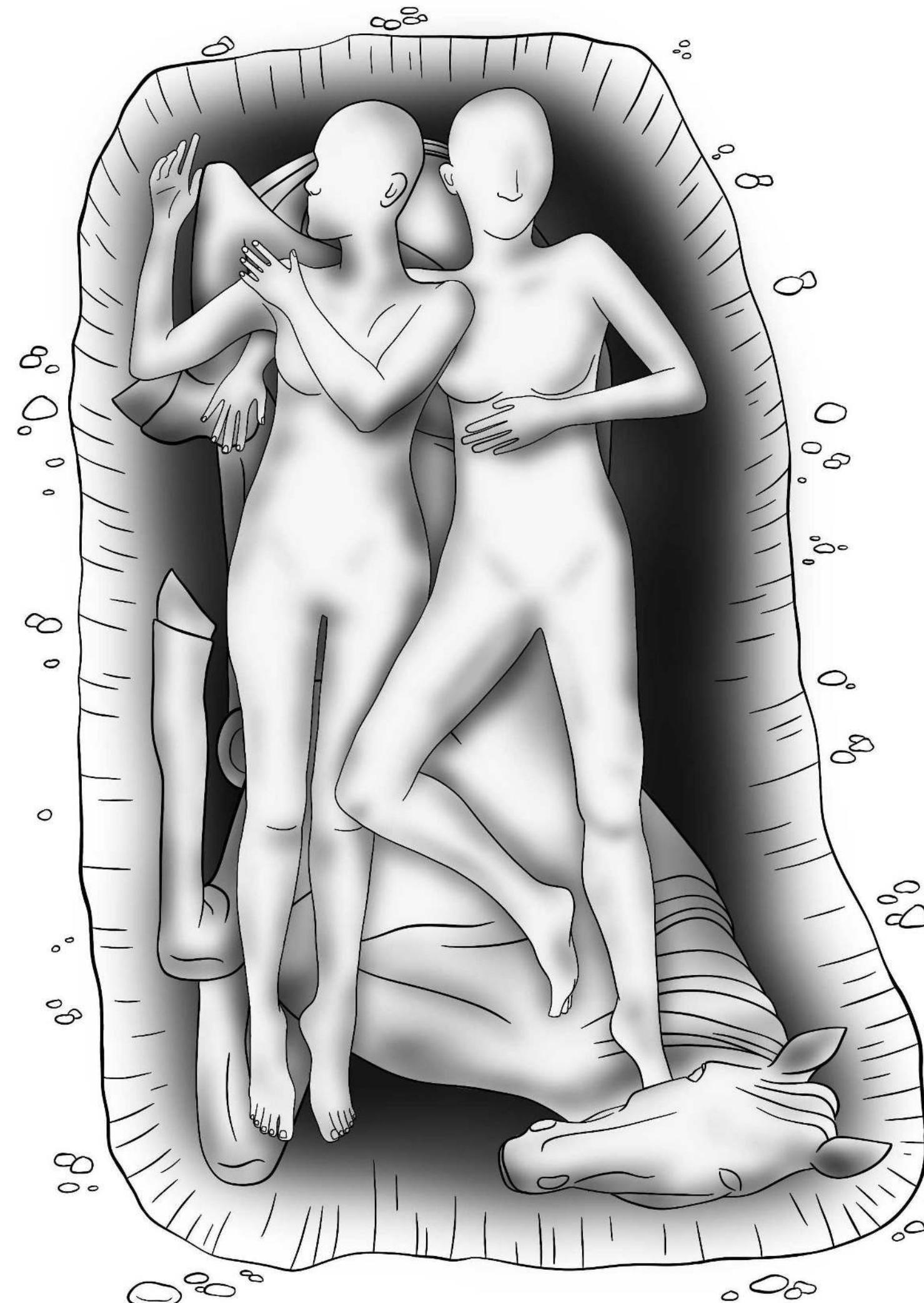
## Reconstruction



## Reconstruction Burial

A detailed reconstruction of a Roman-era burial, showing two female skeletons in an embrace atop a horse. This illustration was published alongside scientific research and featured in media reports.

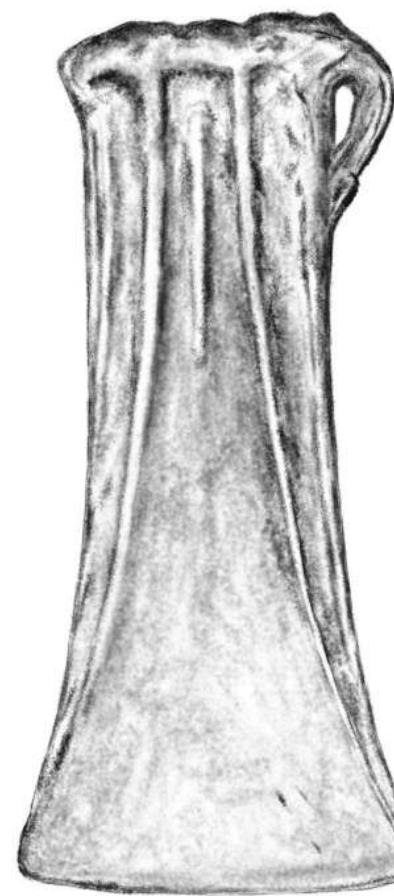




Length	2023 (completed)
Published	Journal of Archaeological Science: Report
Objective	Visually reconstruct the burial based on archaeological findings and convey the context accurately for academic and public consumption.
Challenge	Creating a scientifically accurate depiction while balancing the need for clear, compelling visuals and showcasing the interpretative aspect of the reconstruction.
Target Group & Pain Points	Archaeologists, researchers, and the general public, who often require clear visual representations to understand complex archaeological contexts, but may struggle to find well-documented illustrations that are both accurate and accessible.

## Artifact Illustration

A personal project exploring various scientific illustration techniques used to create accurate archaeological artefact drawings, focusing on methods like blending, stippling, and watercolour.



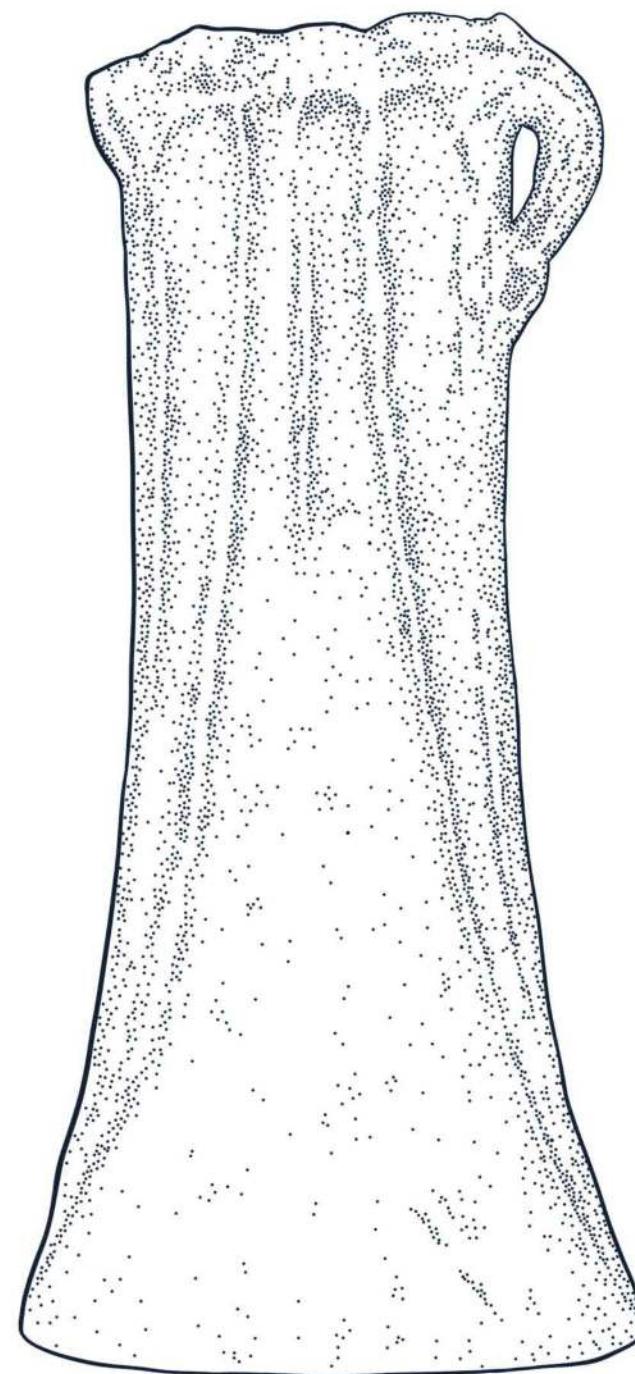
Bronze age axe head – blending



Animal skull – stippling



Bronze age vessel – watercolour



ARCHAEO  
INK

Length	ongoing
Published	Instagram, self-study
Objective	Refine and master traditional scientific illustration techniques for artefacts.
Challenge	Achieve precision while experimenting with multiple techniques and ensuring consistency in style.
Target Group & Pain Points	Archaeologists and illustrators seeking accurate and scientifically grounded visual representations of artefacts, often lacking accessible tutorials and studies on different techniques and materials. Furthermore, ensuring the printability of the drawings.

## Conceptual Illustration

A comic art-style series that explores various archaeological disciplines, aimed at showcasing the diversity within archaeology and breaking the stereotype that archaeology is solely a humanities or social studies field, and consisting of only field work.

**A** RCHAEOBOTANY is the study of plant remains from archaeological sites.

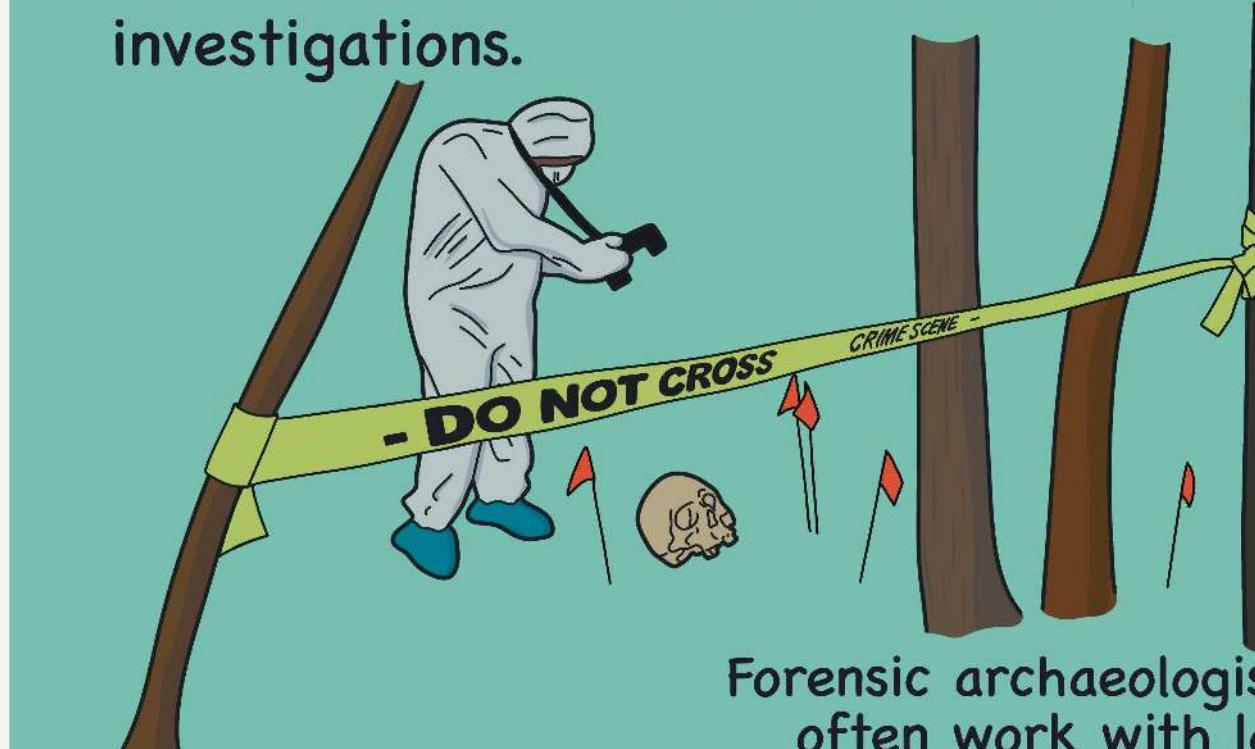
Archaeobotanists can identify ancient crop varieties by examining pollen and seeds.



INK  

A for Archaeobotany

**F**ORENSIC ARCHAEOLOGY applies archaeological methods to modern and historical crime scene investigations.

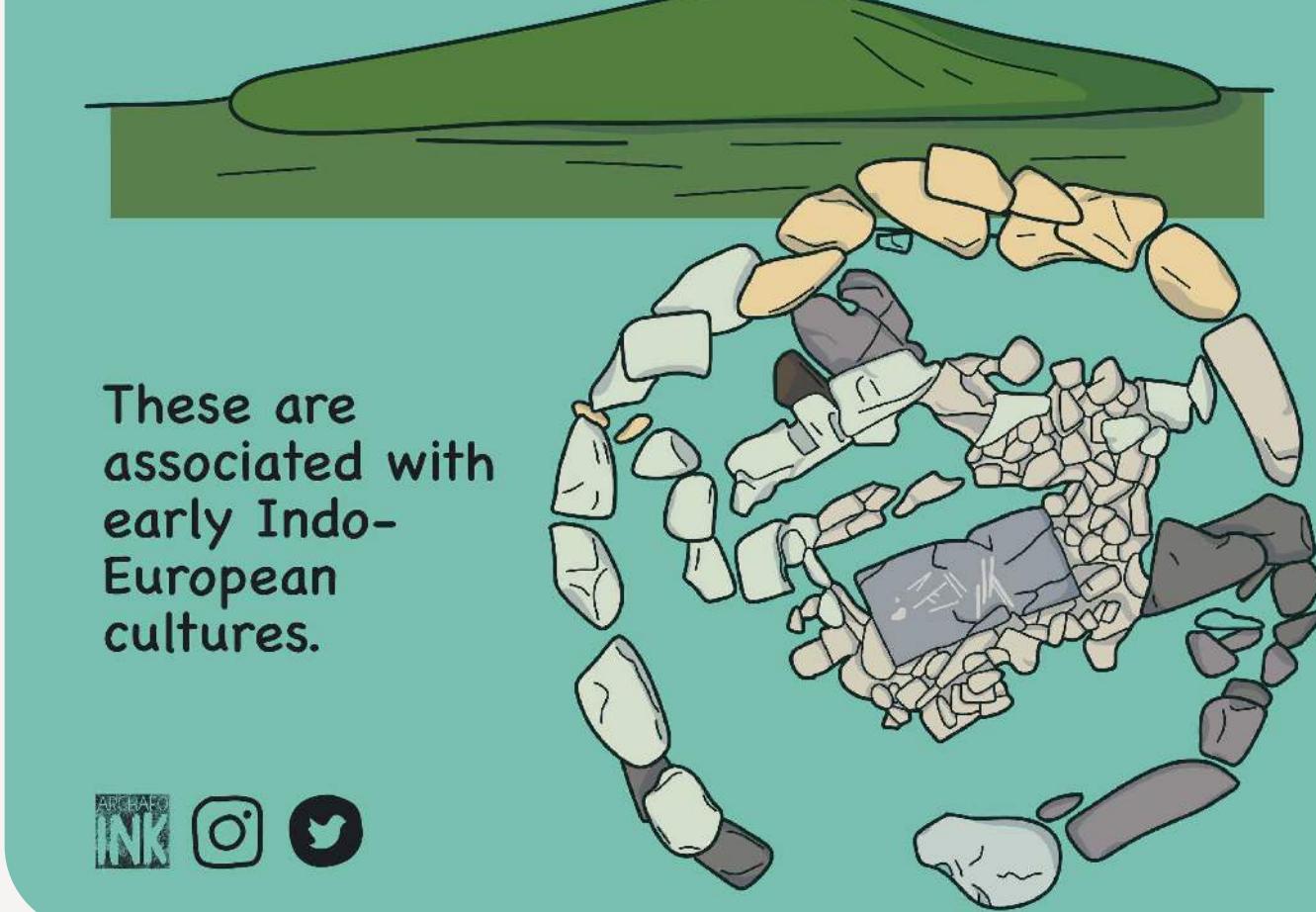


Forensic archaeologists often work with law enforcement to locate and excavate human remains.

INK  

F for Forensic Archaeology

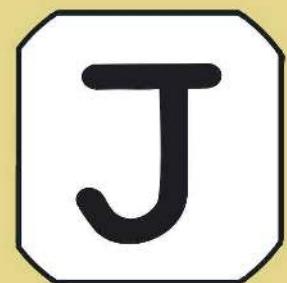
**K**URGAN ARCHAEOLOGY focus on the burial mounds (kurgans) found across the Eurasian steppes.



These are associated with early Indo-European cultures.

INK  

K for Kurgan Archaeology



## ŌMON ARCHAEOLOGY

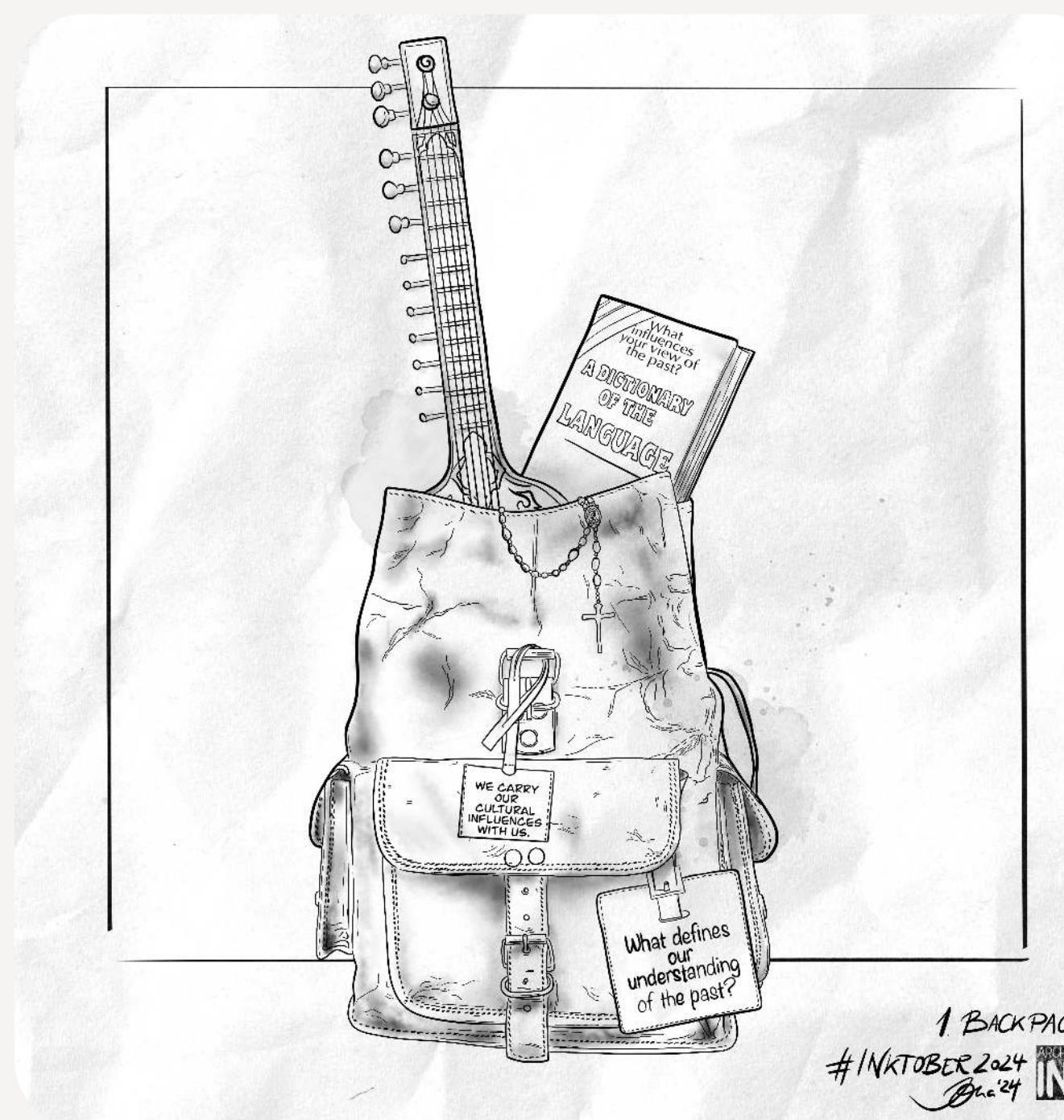
focuses on the Jōmon period in Japan, known for its distinctive pottery and early sedentary communities.



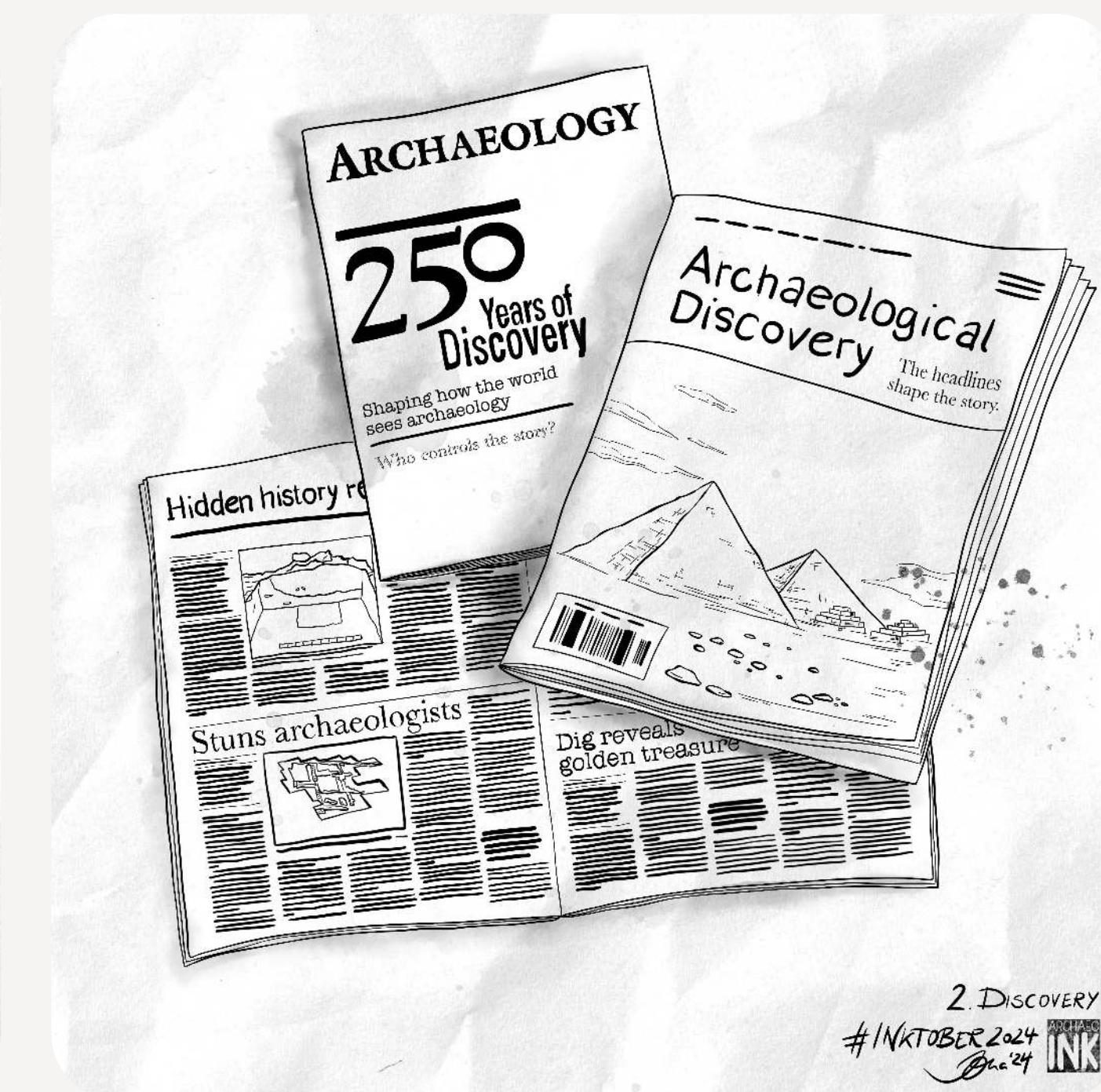
Length	ongoing
Published	Instagram, self-initiated
Objective	Inform and educate the public about the broad range of archaeological disciplines in a fun, accessible manner.
Challenge	Simplifying complex academic disciplines into visually appealing and digestible comic-style illustrations.
Target Group & Pain Points	General public and students interested in archaeology but unfamiliar with its interdisciplinary nature, often unaware of the field's scientific, diverse and technical components.

## Conceptual Illustration

A series of conceptual illustrations for Inktober 2024, aimed at asking questions and challenging archaeologists to reflect on their own biases and misconceptions in the field.



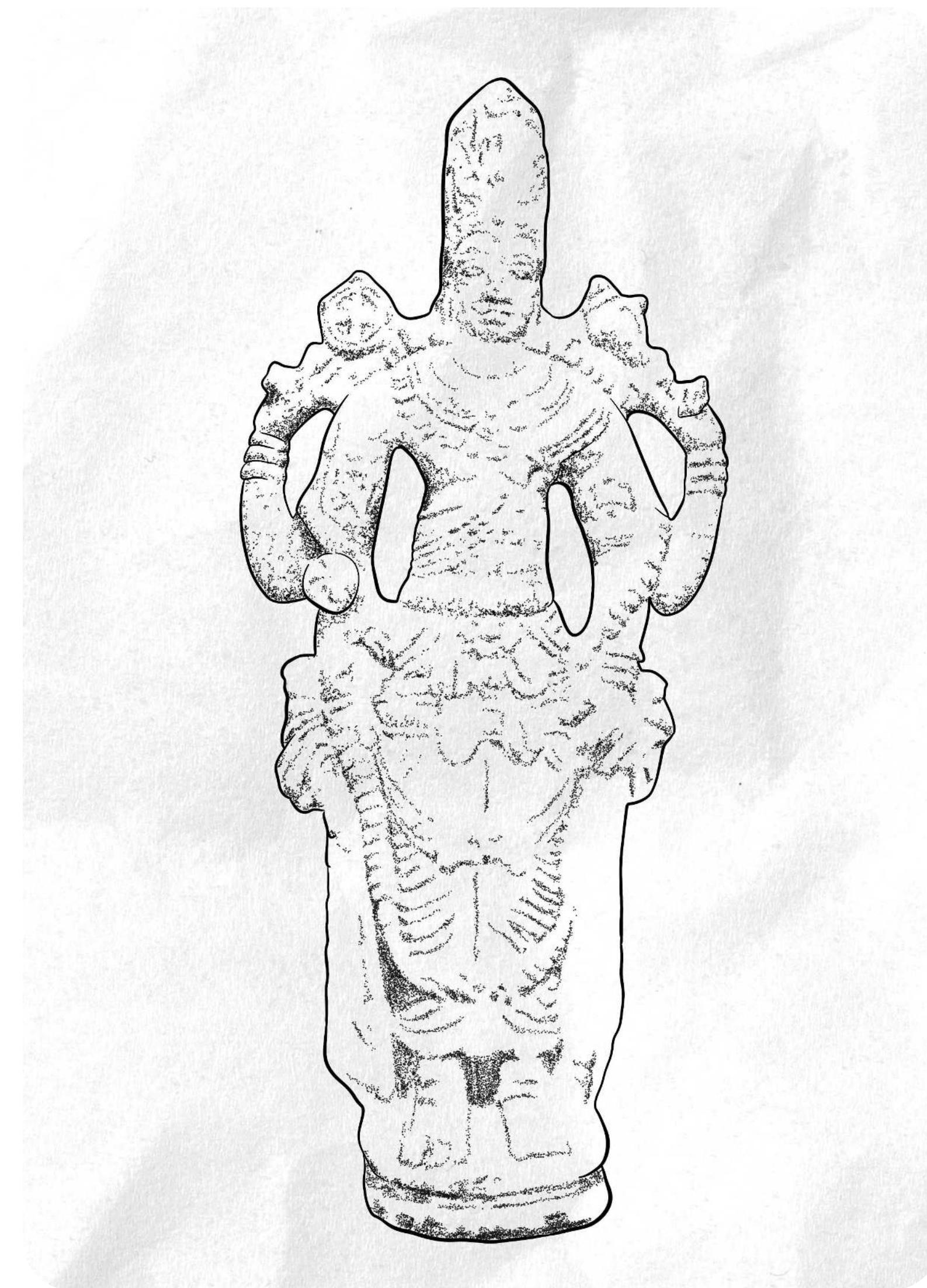
cultural baggage



sensational news titles



walking in other peoples shoes



Length	Inktober 2024 (ongoing)
Published	Instagram, self-initiated
Objective	Provoke critical thinking within the archaeological community and encourage reflection on biases and misconceptions.
Challenge	Addressing complex and sensitive topics while ensuring the illustrations spark constructive dialogue.
Target Group & Pain Points	Archaeologists and the general public interested in exploring the philosophical and theoretical underpinnings of archaeology.

My focus is on enabling archaeologists to communicate their research more effectively, using visual tools to support better science and broader public engagement.

I enjoy exploring the diverse methods and technologies we use in archaeology and sharing that knowledge in a clear and accessible way.

I am always looking to collaborate on scientific projects, either as an illustrator or a web designer/developer, with a particular interest in research related to science communication. I'm also keen to explore 3D web development, integrating maps and 3D artefacts to make archaeology more interactive and explorable. Adding a storytelling aspect to these tools is important to me, ensuring that they serve both the public and other researchers.

— Jona Schlegel —



**Thank you  
Get in touch:**

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