

STEFAN GUSTAFSSON

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Interface Design + User Experience



Stefan Gustafsson is an 12 year veteran in visual communication in the mobile, web, print and animation space. Using visual design to build better relationships and deliver value to organizations, businesses and individuals.

Expertise

User interface design, interaction design, design concept, storyboarding, illustration.

Experience

Wize Commerce/Nextag/Wize, Visual designer. 2010 - present

Lead designer for Wize.com. Visually re-vamped and updated the site and increased user interaction.

Lead mobile designer for Nextag phone and tablet apps for all platforms.

Supervised assisting designers. Majorly increased the positive user feedback.

Main designer and for Wize Commerce's new business direction site. Supervised assisting designers.

Stefangus Design, Art Director, 2003 - 2008

Consulted a variety of clients in webdesign, illustration and animation.

Clients: Leap Frog, Delphi Group, Mondo Media, Atmo Films, Orange Design, Sensys Networks and more.

Stanford University, Page-designer/illustrator/art director. 2005 - 2010

Produced various web-related work and print design for the Faculty News Department and Stanford Communications.

RockYou Games, Concept artist/illustrator/ animator. 2008 - 2010

Designed and created game assets for Facebook game success "Zoo World".

Did concept work for new game projects.

Midway Games, Concept artist/storyboarder/3D modeler. 2001 - 2003

Created and developed a first person fighter game.

Mondo Media, Stand-in director, lead animator, designer. 2000 - 2001

Created weekly episodes of world syndicated cartoon "Happy Tree Friends".

Education

Academy Of Art College | 1994 - 1998

BFA in Illustration/Animation