



RESUME - ELIS MINBORG

Skills

Programs & Coding: Sketch, Photoshop, Illustrator, InDesign, Premiere, Adobe Animate, After Effects, Alias, Catia, Microsoft Office, Keynote, GIMP, Java, IntelliJ, etc.

Design & Art Techniques: Certified level 2 Octalysis designer (Human-Focused Design & Gamification), Wireframing, Full Style Guides, Logo & Mascot Design, Vector graphics, Pixel graphics, Photo manipulation, Pencil, Charcoal, Markers, Watercolor, Ink, Collage and Face painting.

Languages: Swedish (Native proficiency), English (Fluent proficiency), Japanese (Elementary level)

Work Experience

Berge Consulting AB

CEVT • Mar 2019 – Apr 2020 • Gothenburg, Sweden

Car infotainment and head-up display UX & UI

UX concept design & wireframes UI graphic component design
Sketch symbol library management Sketch prototyping
Design quality & accessibility review

Speedment, Inc.

UX/UI & Design engineer • Jun 2015 - Mar 2019 • Palo Alto, California, USA

Web UX/UI Target user design analysis
Logotype and mascot design Style guidelines
Promotional material Roll-ups, T-shirts, stickers, illustrations et.c.

Cloudera • Dec 2016 - Apr 2017 • Palo Alto, California, USA

Brand Identity - Cloud sharing system

Logotypes Mascot design
Vector illustrations

Cognomotiv • Feb 2018 - Mar 2018 • Palo Alto, California, USA

Brand Identity - Vehicle AI safety system

Style guidelines Web UX/UI
Logotype Vector illustrations

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Gothenburg, Sweden

Design Engineer and Artist working over the boundaries of branding, storytelling, and UX. My academic background includes a bachelor's degree in product design and a year's studies of comics, sequential art & storytelling. I believe every person and every organization has a story to tell

I wish to make people happier and make better choices through design.

Motivation and Design Psychology is a big part in several of my projects. I've worked with several start-ups and small-scale companies with elaborate design needs, but limited access to other designers.

Therefore I have a wide range of design experience including brand identity, app design, user motivation, promotional material and much more. I am a very fast learner and can pick up any necessary new skills fast.

Bizpart • Nov 2016 – Feb 018 • Palo Alto, California, USA

Octalysis Gamification - Motivation design for a learning platform

Manage, invent and prioritize features	Designing for short- and long-time engagement
User type analysis	Experience phase analysis
Motivational analysis	Feature analysis

My Family Protection • Oct 2017 • Barcelona, Spain

Web design for family web safety software

Style guidelines	Web UX/UI
Logotype	Vector illustrations

Gallery House Apr 2016 – Aug 2018

Artist & Art Coordinator • Palo Alto, California, USA

Presenting and selling own original art and prints
Coordinating, hanging and managing art shows.

Symsoft

Bachelor Thesis - Jan 2014 – May 2014 • Kista, Sweden

Increased usability and readability of pre-existing configuration interface in Java

Education

Chalmers University of Technology

Design Engineer (Bachelor of Science) • Aug 2011 – Jun 2014

Algebra, Business product design, Advanced Design and Communications, Design for Sustainable Development, Design Methodology, Ergonomics, Product and Production Development, Solid Mechanics, Quality and Environmental Management, Materials Science and Engineering, Mechanics, Thermodynamics and Fluid mechanics, Surface modeling and solid modeling, Advanced surface modeling, Advanced solid modeling.

Octalysis Certification Level 1 and 2

Gameful and Behavioral Design • Apr 2018 - Aug 2018.

A design framework that lays out the eight core drives for humans motivation and how to use this in UX-design

Serieskolan i Malmö

Storyteller & Sequential Artist / Aug 2014 – Jun2015

Script & storyboard techniques for print and web. Layout-, character- and environmental design. Drawing, inking, coloring, lettering and printing techniques

Polhemsgymnasiet High School

Industrial Design (High School Major) / Aug 2008 – Jun 2014

Design, Technology and Business, Ergonomics, Technology/human/society, Mathematics, Physics and Engineering, Art.