

# MALIN BJELLE

## UX/UI DESIGNER



# HELLO!

I am an UX/UI designer with extensive experience in 3D design and digital product development. My main strengths are the combination of social skills, being creative and analytical, and I love working at the intersection of design, technology and people. My every day mission is to be curious, ask questions and keep learning.

## CONTACT



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PORTFOLIO  
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## SKILLS

- User research
- Data analysis
- Wireframing
- Prototyping
- Usability testing
- Facilitating workshop
- Communication
- Storytelling
- UI-Design
- Sketch and illustration
- Project management
- 3D design
- Visual Merchandising

## EDUCATION

2021–2022  
**UX DESIGN**  
Yrgo – Higher Vocational Education

2004–2006  
**VISUAL MERCHANDISER**  
Handelsakademien

2008–2010  
**COMPUTER GRAPHIC DESIGN**  
Yrgo – Higher Vocational Education

1998–2001  
**SOCIAL SCIENCE**  
Tingvallagymnasiet

## WORK EXPERIENCE

### UX DESIGNER (INTERNSHIP)

📍 *HiQ*

2022–04 to present  
Data aware UX and Service Design based on consulting assignments.

### OPERATIONAL PRODUCTION MANAGER

📍 *Spark Vision*

2018–01 to 2020–12  
Responsible for the production and development of 3D product configurators.

### OPERATIONAL PROJECT MANAGER

📍 *Spark Vision*

2013–09 to 2017–12  
Planning and structuring projects, focusing on communication and building long term relationships.

### 3D ARTIST

📍 *Spark Vision*

2011–02 to 2013–08  
Created photorealistic 3D content for product configurators; textures, materials as well as interior and exterior visualizations. Also managed logic and database to build structures for configurable articles.

## TOOLS

Photoshop	After Effects
Figma	Illustrator
Miro	Jira
Microsoft Excel	3D Studio Max
Microsoft Word	Cinema 4D

## INTERESTS



Running



Drawing



Baking



Learning

## WORK EXPERIENCE

### 3D MODELER (CONTRACT)

📍 *Spark Vision*

2010-08 to 2011-01

Created 3D models for IKEA's product library used for web, catalog, advertising and marketing purposes.

### VISUAL MERCHANDISER

📍 *Åhléns AB*

2006-08 to 2010-08

Created visually appealing and inspiring store environments, in order to influence the customer and increase sales. Responsible for creating a customer experience through visual communication.

### 3D ARTIST (INTERNSHIP)

📍 *IKEA Communication*

2010-03 to 2010-06

Created 3D models and materials following IKEA guidelines and processes.

### GRAPHIC DESIGNER (INTERNSHIP)

📍 *MK Media*

2009-09 till 2009-12

Created graphic material for web, catalog and print.  
Animation and movie editing.