Resume: Max Märkel

GRAPHIC DESIGNER & ARCHITECT +46 739 561438 max@maxmarkel.com maxmarkel.com

Work experience

Self employed Graphic designer

Malmö, Sweden August 2012 - Now

I do graphic design for clients such as Learnways, NPP Reklam, Liljedal Communication, Strateg Marknadsföring, Fredblad Arkitekter and White Arkitekter.

Fredblad Arkitekter

Göteborg, Sweden August 2014 - January 2015 fredblad.se

I spent the fall semester of 2014 interning at Fredblad Arkitekters Gothernburg office where I learned a lot about the realities of architecture. Included in my work was designing rental apartments for a six story building in Mölndal, creating beautiful perspective images for new developments in Stenungsund, I designed a new web site for the company and was part of the competition team for a new congregation building in Ljungby that we won.

White Arkitekter

Örebro, Sweden June 2012 - September 2012 white.se

Over the summer of 2012 I was interning at White Arkitekter in Örebro. Most of my time was spent on coloring a senior housing building in Kumla. I also helpt out in the creativ process for a few projects and did some graphic design such as logos and beautiful images for new buildings.

NPP Reklam

Örebro, Sweden April 2011 - August 2011 npp-reklam.se

I was working for NPP Reklam in their main office in Örebro as Web Art Director. NPP is the second biggest adverticing agency in Örebro and have offices in Stockholm and a few other cities in Sweden. I had the main graphic responsibility for several of our projects during this time.

Freelance

Örebro, Sweden - Portland, USA - Örebro, Sweden July 2010 to Now

Since the summer of 2010 I have been working freelance for various different clients. It has been ranging from designing facebook game user interfaces for Playdom in San Francisco to building whole web solutions for a Swedish Shipping company.

Hive7

San Francisco, USA January 2009 to April 2010 www.hive7.com

Hive7 was a facebook gaming company that later was bought by Playdom (which in turn was soon after bought by Disney).

I worked as User Interface Designer for Hive7 and besides that I also created game art, facebook-marketing art, and provided ideas and feedback for improving the game design.

Strateg Interactive

Örebro, Sweden October to December 2008 www.strateg.se

For two months, I initiated a Christmas campaign, redesigned their corporate web site and pitched for new clients.

Hive7

San Francisco, USA June to September 2008 www.hive7.com

I was working as lead web designer for Hive7, a young company that created Massive Multiplayer Online games for social networks like Facebook. (This company was later bought by Playdom).

Perfect Fools

Stockholm, Sweden Maj 2008 to June 2008 www.perfectfools.com

While interning at Perfect Fools in Stockholm for a bit more than a month, I finalized a school project (a laughing site for world peace) and concurrently contributed to their projects.

Perfect Fools

New York, USA November 2007 to March 2008 www.perfectfools.com

As a part of my education at Hyper Island, I did a second internship in New York. Perfect Fools is a digital production company where my detail-oriented efforts were primarily focused on motion graphics and followed the instructions that came from the advertising agency.

Plot Multimedia Developers

New York, USA September to November 2007 www.plotmulti.com

I freelanced for Plot Multi in New York, delivering mockups for web sites with animation ideas.

Big Spaceship

New York, USA August to November 2007 www.bigspaceship.com

As a part of my Hyper Island education, I interned at Big Spaceship in New York. I worked with clients like Adobe, Intel and Breaking Bad on graphical sketches and initial phase concepting and design.

EF Education First

Luzern, Switzerland June and July 2007 www.ef.com

I worked as Web Designer at EF Education First Ltd., contributing to the launch of their new site via html production and Flash content according to their style guides.

Strateg Interactive

Örebro, Sweden. 2004 - 2006 www.strateg.se

For two years I worked as Web Designer at Strateg Interactive. My job was to create concepts, design web pages, write HTML and create design and code in Flash. As the primary contact for clients within projects, I designed logotypes and other printed products.

Liljedal Communication

Örebro, Sweden 2003 - 2004 www.liljedals.com

I worked one year as Art Director Assistant at the advertising agency Liljedal Communication. Their most famous clients were Scania and Atlas Copco. My job was to assist the Art Directors, illustrate and sustain responsibility for smaller projects.

Education

Architecture master at Lund University

Lund, Sweden August 2011 - June 2016 www.lu.se/

I studed a architecture master programe at Lund University and graduated in june 2016.

Portland Community College

Portland Oregon, USA. 2010 - 2010 www.pcc.edu

As an answer to a felt lack of knowlege about natural sciences, I studied at the community college in Portland during the fall of 2010. This had nothing to do with marketing, gaming or graphic design but it gave me an increased knowlege about how planet Earth works, how trees grow and how forests thrive.

The classes taken was Geology, Arboriculture (tree care), and Forest habitats in the Pacific NW.

Hyper Island

Karlskrona, Sweden. 2006 - 2008 www.hyperisland.se

For two years, I studied web design and marketing at Hyper Island, a KY educational facility based on an "increasing need of a different kind of education involving industry based learning, for the growing new media industry."

For those of you that haven't heard about the school I can tell you that it is one of its kind, internationally famous and a success story.

Virginska Skolan

Örebro, Sweden 2000 - 2003

In upper secondary school, I studied Graphical Communication, Illustration and Text Communication in Örebro for three years. I graduated with an overall score of 18.9 of the maximum 20.0.

Have a nice day!