



Jonas Enqvist

Experienced art director with over 15 years managing and delivering projects. Aims to develop an honest, problem solving and thoughtful solution for each project. A research led design process incorporates sensitivity to materials and productions methods.

jonasenqvist.myportfolio.com

haug-enqvist.com

PROFESSIONAL EXPERIENCE

Co-Founder / Creative Director

SHE, Studio Haug Enqvist
2016–Now

Co-Founder of Studio Haug Enqvist a multidisciplinary studio for design, branding and consulting based in Berlin/Stockholm. Our professional expertise ranges from developing brands, establishing visual identities and creating high-quality design products in the fields of print, editorial and web design.

Art Director

donebyme
2009–Now

Working in the field of print, web and sound. With focus on visual identities, editorial design, web design & creative consulting. Selected clients: Weberbank, forum gelb, Deutsche Post DHL, Mercedes-Benz, Peugeot, Kerber Verlag, Sleek Magazine, Youtube, Adlershof, Berlin TXL, Nutida Musik, ISCM, Argo Books, FFAR (Forum for Architecture), Annelie Schubert, Wilder Baron, fineartmultiple, Totemo Ramen, Leonie Mergen, Weld, Akademie Graz.

Art Director

Walt Disney Studios Motion Pictures
2004–2009

Employed Part-time as Art Director at Walt Disney Studios Motion Pictures, Sweden. Responsible for all print media, advertisement, posters, invites, adshells and special formats for the countries Sweden, Denmark & Norway.

Art Director

donebyme
Since 2002

As a self-employed freelance Art Director I worked with creating visual identities, campaigns, Graphic Design, web design and illustrations. Clients: BBE-Group Berlin, Bonniers Konsthall, Magasin 3 Stockholm konsthall, Lars Bohman Gallery, Botkyrka konsthall, Bohusläns Konsthall, Lowe Brindfors AB, Benny Ljungblad Annonbyrå AB, Verbal Publishing, Walt Disney Studio Home Entertainment. Fashion label Hernandez-Cornet, IASPIS, Lobotom Records, New Speak Records.

Art Director

802 Communication
June 2001–December 2002

Employed Fulltime as Art Director at the communication agency 802. Working with clients like Levi's, Dockers, Carling, Ericsson, BGC (Bank-girocentralen).

Founder / Art Director

donebyme
August 2000–June 2001

As a self-employed freelance Art Director / Graphic Designer I worked with various clients like: Levi's, Bonnier Publishing, Ordfront Publishing, Bleckfisk Publishing, First Business Travel, 802 Communication.

Art Director

Edge Magazine
February 1998–August 2000

Employed Fulltime as Art Director for the Lifestyle Magazine Edge – a skateboard, snowboard, music and fashion magazine. Responsible for all Art Direction, layout, contact with Photographers, Illustrators, prepress and printer.

Graphic Designer

Spray
July 1997–February 1998

Internship, fulltime at Spray, their Media publisher agency C.I.R.C.U.S. as Graphic Designer/Illustrator for the magazines: Edge, Darling, Rival, Interaktiv tid and Kritik.

Graphic Designer

Värnpliktsnytt
September 1996–July 1997

Military service as Editor /Illustrator at the paper Värnpliktsnytt, Stockholm. The leading magazine for military service of Sweden (Swedish defence newspaper) Layouting the paper and creating illustrations.

EDUCATION

Design Lead – Hyper Island
Stockholm, Sweden
2018 / 2019

Real-world ready education focusing on deeper understanding of design communication strategies, planning, research, user experience, user-centered design, business development. Creating business strategies, develop concepts, boost branding, navigate group dynamics and practice self-leadership.

EMS – Centre for Electro-Acoustic
Music in Sweden
2005 / 2006

Courses with focus on production in the studio, sound-recording, sound-editing, mixing, live-electronics, Buchla and Serge-system, analysis and composition.

Dramatiska Institutet
3-D Course in Maya
April – May 2004

A course in 3-D, software; Maya, learning the basics for modeling, texturing, lightning and animating. Dramatiska Institutet, Stockholm (University College of Film, Radio, Television and Theatre)

Miroi
Information and Multimedia
Fall 1997

A course that gave a basic understanding of media and moving image, as well as more advanced skills in graphic arts.

Multimedia / Internet
Summer 1996

Summer course in web production. Basic Internet skills, html coding, graphics for the Web (Photoshop) etc.

NTI Skolan
(The Nordic Technical Institute)
Desktop Publishing
spring 1995

A course in desktop publishing. Image and text processing, graphic design, media, various printing techniques, etc. With the programs Photoshop, Illustrator and PageMaker.

SKILLS / TOOLS

Software

Proficient in Adobe CC (InDesign, Illustrator, Photoshop), Sketch, Figma, Invision, Marvel, Principle, After Effects, Logic Pro, Ableton Live, Protools, Max Msp, Arduino, Microsoft Office, Fontlab, Basic knowledge in Maya, Dreamweaver & Final Cut. Others: Slack, Trello, Asana, Notion.

Design

Concepts, Research, creative problem solving, Design thinking, Design sprints, future foresight, sketching, storyboards, prototyping, facilitating workshops.

Technologies

A clear understanding of HTML/CSS to develop semantic websites. A good understanding of database driven solutions and possibilities with modern API's.

Languages

Swedish – native tounge
English – fluent
German – speaking, reading and basic writing

CONTACT

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Sweden
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Skype: donebyme

OTHER INTERESTS

The Future, Music / Sound composing, Illustration, Photography, Technology, Film, Art and Cultures. Drawing, Architecture, Design, 3D & Motion Graphics, Yoga, Running. Things out of the ordinary and online /offline privacy concerns.

REFERENCES

Will be made available upon request.

HYPER ISLAND

CERTIFICATE

Diploma in Higher Vocational Education for Design Lead

comprising of 225 HVE credit points

has been awarded to

Jonas Enqvist

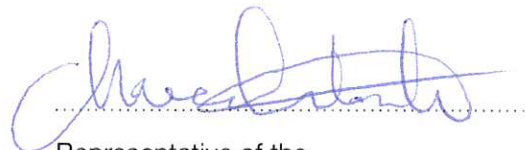
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with contents as specified herein



Christopher-Robin Eklund
Responsible Education Provider

The education was completed on June 14, 2019.
This diploma is issued in accordance with
Ordinance (2009:130) on Higher Vocational Education.



Representative of the
Program Steering Committee

Hägersten 2019-06-14
Hyper Island
hyperisland.com

Yh Yrkeshögskolan



HYPER ISLAND

Diploma in Higher Vocational Education for
Design Lead
issued 2019-06-14

This diploma is issued in accordance with Ordinance (2009:130) on Higher Vocational Education.

JONAS ENQVIST
19750705-0057

Course	HVE credit points	Grade*	Date
Course Period 1	100	P	2018-12-21
Course Period 2	45	P	2019-02-22
Course Period 3	5	PWD	2019-03-01
Industrial Placement	75	PWD	2019-06-14

This diploma comprises a total of 225 HVE credit points.



Signature

* In Higher Vocational Education the following classifications are used:
Not pass (Icke Godkänd), Pass (Godkänd) or Pass with distinction (Väl Godkänd).

The Diploma in Higher Vocational Education requires a minimum of Pass (Godkänd) in all courses.
The scope of the courses is shown by the number of credit points.
Five HVE credit points correspond to one week of full-time studies.
A diploma in Higher Vocational Education is issued if the education covers at least 200 Higher Vocational Education credit points (HVE credit points).

HYPER ISLAND

Appendix 1 on Diploma in
Higher Vocational Education for
Design Lead

The Design Lead program includes the following course goals:

KNOWLEDGE

- Specialized knowledge within current global and emerging trends impacting the digital industry
- Industry relevant platforms, software, techniques, and tools for development and distribution
- Group dynamics and leadership in relation to well being, quality, efficiency and productivity
- Principles of entrepreneurship and business processes and structures

SKILLS

- Perform effective presentations
- Produce relevant and effective documentation
- Use appropriate tools and methods to develop user centred design
- Create design strategies and business solutions
- Lead analytical and strategic preparatory processes
- Transform user and business insights into creative solutions
- Analyse an organisation's culture, procedures and needs
- Define your specialisation
- Solve unfamiliar problems using creative problem-solving and innovative thinking
- Understand the principles and differences between leadership, management and facilitation

COMPETENCE

- Work with creative idea generation processes
- Collaborate as an effective team member and leader
- Manage client and stakeholder relations and expectations
- Manage a project in terms of time, resources and requirements
- Manage own learning needs for continuing professional development
- Explore methods for critically and constructively analyse working processes
- Proactively manage and reflect upon own stress levels to optimize well being and productivity and develop resilience



Signature