



KRISTJÁN INGÓLFSSON

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Portfolio: kristjaningolfsson.net

SKILLS

Digital Design

Photoshop, Illustrator, InDesign, Premier and After Effects.

UI and Layout Prototypes

Pencil, Adobe XD, Figma.

UX Skills

User research, User testing, Interaction design.

Version Control

Github, Bitbucket.

Web Design

HTML5, CSS.

Web Programming

Javascript ES6, React/Redux.

3D Modelling

Maya, 3ds Max, Blender, Adobe Dimension

Digital Marketing

Google Analytics, Facebook Business.

LANGUAGES

English

Fluent

Danish

Fluent

Swedish

Fluent

CERTIFICATIONS

IPMA - International Project Management Association

Certified Project Management Associate (Level D).

Google - UX Design Professional Certificate

[In progress].

REFERENCES

Jess Nicholls

Art Director, Sun Creature Studio
+4581510543

WORK EXPERIENCE

Freelance Graphic Designer

June 2019 - Present. 📍 Reykjavík, Iceland

- Logos, pamphlets and other graphics work.
- Have produced material for the National Planning Agency, the Icelandic Geriatric Medicine Society and more.

UI/UX Artist, Gamucatex

May 2022 - October 2022. 📍 Copenhagen, Denmark

- Making icons, illustrations and other graphics for video game UI.
- Making sure that the UI is user friendly and easy to use.

Graphic Designer / Translator, Dp-In

October 2019 - Present. 📍 Reykjavík, Iceland

- Designing logos and other graphics work. Putting translated text to paper.
- Setting up comics for print using Adobe InDesign.
- Translation of Marvel comics into Icelandic.

UI Artist, Ubisoft Blue Byte

September 2014 - April 2016. 📍 Düsseldorf, Germany

- Prototyping and designing UI assets and working closely with the Senior UI Artist and UI programmers. I also built 3D models in 3ds Max.
- Worked as part of a Scrum team and went to a Scrum training camp.
- Was an intern from Sept. 2014 - Dec. 2014. Was hired full time after that.

EDUCATION

M.S. in Project Management, University of Iceland

August 2021 - Present. 📍 Reykjavík, Iceland

- Learning about the nature of projects, their analysis and methods for planning and implementing them.
- Among the skills learned are leadership, innovation, negotiation, sustainable business practices and Lean thinking.
- Learning the theories, processes and procedures relating to project management as well as what the future holds for the field.
- The studies will conclude with a research paper.

Intro to Marketing, Digidó

March 2020. 📍 Reykjavík, Iceland

- An intensive course in the use of Google Analytics, Facebook Business Manager and Mailchimp.

B.Sc. in Computer Science, Reykjavík University

August 2016 - June 2019. 📍 Reykjavík, Iceland

- Learned how to program using, among others, C++, C#, Java, Python, Javascript, HTML5 and CSS.
- A great deal of emphasis was put on UX research and design through gathering user feedback, the creation of visual prototypes and user testing.
- Teamwork was emphasized and different development philosophies were taught.
- Finished a final project named Replication Monitor in collaboration with LS Retail. I designed the UI for this project.

B.A. in Computer Graphic Arts, The Animation Workshop

August 2011 - January 2015. 📍 Viborg, Denmark

- Here I learned how to use software for painting, designing and building assets for animated films, both 2d and 3d.
- There were many courses on filmmaking, storyboarding, layouts and many other subjects related to the production of animated films.
- During my final year I worked on my bachelor project The Wanderer, a 5 minute 3D animated short film.