

Tilde Mattsson

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hello@tildetilde.se
tildetilde.com

CV

GOALS

It is my ambition to continue working within Graphic Design with my focus towards web and new media. I want to test my abilities so I can evolve as a designer. I'm ambitious and I like working in groups. I enjoy fast pace-environments, and enjoy when there are many tasks to complete and the deadlines are short. My goal is to eventually become an Art Director, with my focus being interaction design.

WORK EXPERIENCE

- **Web administrator/web designer**, ITT Water & Wastewater (Academic Work)
Sept 2010 - ongoing, Sundbyberg/Stockholm, Sweden

I'm currently working as a consultant for Academic Work in a project for our client ITT W&WW, my role is web administrator and webdesigner.

- **Web assistant**, Stockholm International Film Festival
Aug 2009 - Nov 2009 and Sept 2008 - Nov 2008, Stockholm, Sweden

At Stockholm International Film Festival I've volunteered as a web assistant on two occasions, the autumn of 2008 and then again in the autumn of 2009. My main task was to maintain the daily updates of the website together with the web manager. I also worked with video encoding, database management, photo editing, banner design and production, and print design. I taught our CMS-system (typo3) to the new assistants and other co-workers.

At the Film Festival I managed a lot of tasks on my own, which meant I had responsibility towards the other departments of the Festival who were dependent on swift updates. The work pace was fast, and I enjoyed that.

- **Interactive Art Director Intern**, Ogilvy & Mather
Nov 2008 - March 2009, Los Angeles, California, USA

Ogilvy & Mather is a network of advertising agencies with offices all over the world, and as part of my studies at Hyper Island I did my internship at their office in Culver City, LA. I worked at the interactive department, where my work was to design and plan banners and layouts for websites, as well as choose and edit photos.

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EDUCATION

- **Digital Media**, specialization Design, Hyper Island (AVET)
2007–2009, Karlskrona, Sweden

Hyper Island is not your average school, we didn't have any teachers or normal classes. All the lecturers came in from the industry. We did everything in projects, and in every module or project we had a problem or an assignment that we were expected to solve. There were no right answers, and we were always encouraged to try on new things that hadn't been done before. The fast pace and the way we worked was something I really enjoyed.

- **Literature, Culture and Digital Media**, Blekinge Institute of Technology
2006–2007 (3-year program, not completed), Karlskrona, Sweden

LCDM was a program I applied for because I wanted to deepen my knowledge in Digital Media. The focus of LCDM was more towards culture studies rather than design. The education was very relaxed, and we seldom had lessons or assignments to do. Because of this and the slow pace and the lack of practical learning I made the decision to leave the program.

- **Arts program**, Image orientation and form, Westerlundiska Gymnasiet (Upper Secondary School)
2003–2006, Enköping, Sweden

WORK SAMPLES & OTHER MERITS

For work samples please visit my portofolio; tildetilde.com

Website where I've had an administrative or technical role:

- stockholmfilmfestival.se
- wahlbeck.se

- **I speak and write English and Swedish fluently**, and I have plans on learning another one of the major languages in the future.
- **Skilled with the graphical Adobe-programs**, such as **Photoshop, Illustrator, InDesign**. I have also a good basic understanding for HTML and CSS, as well as flash and JQuery.

REFERENCES

References are given upon request.