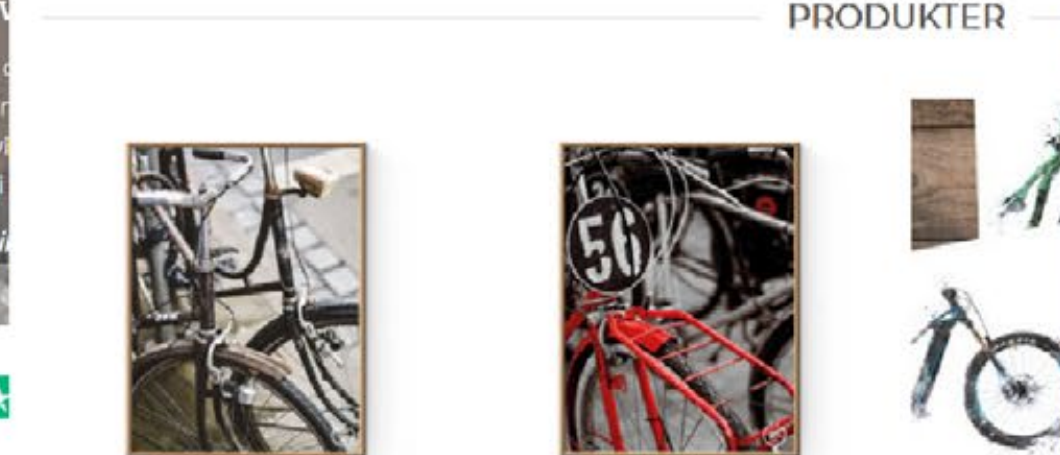


PRODUKTER



Webshop



Mayemi
former company owned

Running and maintaining 3 printing brand websites with their own target groups and products.

- Creating unique products for each of the websites together with hired designers
- Take care of all the facets of running a printing company and webshop, from product development to packing of the products and distribution

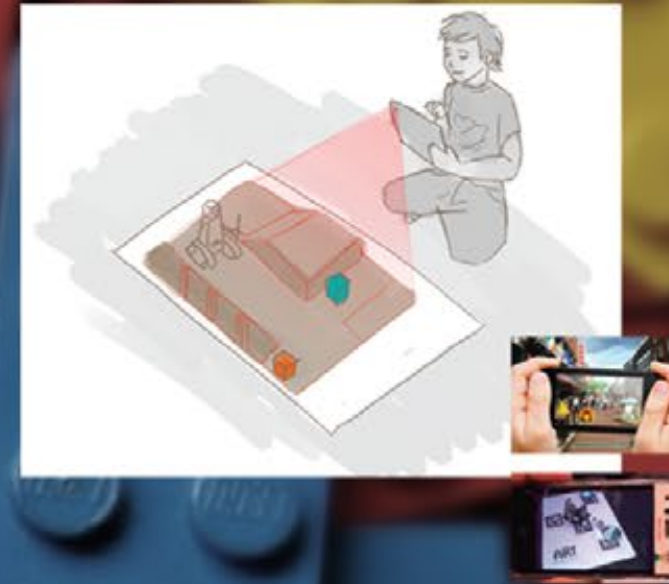


LEGO Boost Product Development

Product development and been a poart of the LEGO Boost team.
I work in the team since the start of the development to until almost the end of the finalized product.

- My areas of responsibility:**
- Idea generation
 - UX development
 - Facilitation of user testing
 - Prototype development
 - Design and Art Direction





Concept development LEGO Boost

While working at LEGO I had the chance to create an big amount of different ways of experiencing the LEGO Boost product. In the task I had to find all the ways we could use and ipad as a part of the play experience when using Boost.

Here there is a couple of previews, If of any interest, I can send the documentation and different play themes and ideas.





LEGO Racers Racers campaign

As one of my first projects at th LEGO agency I had the pleasure to work together with my Sr AD making the new CallOuts and 3D backgrounds for the the paquaging fromt he ground up.





Packaging Design



LEGO Lamborghini Packaging

- Art direction og packaging layout
- Creating backgrounds in 3D and Photoshop
- Creation of call-outs





Diabetes Hub Mobile App

A mobile application for kids between ages of 8-15 with diabetes.

The main idea is to have a "hub" where the kids can keep track of what they eat, their blood sugar and learn to keep track of their diabetes through fun, educative games.

My areas of responsibility:

- Idea generation
- UX development
- Facilitation of user testing
- Prototype development



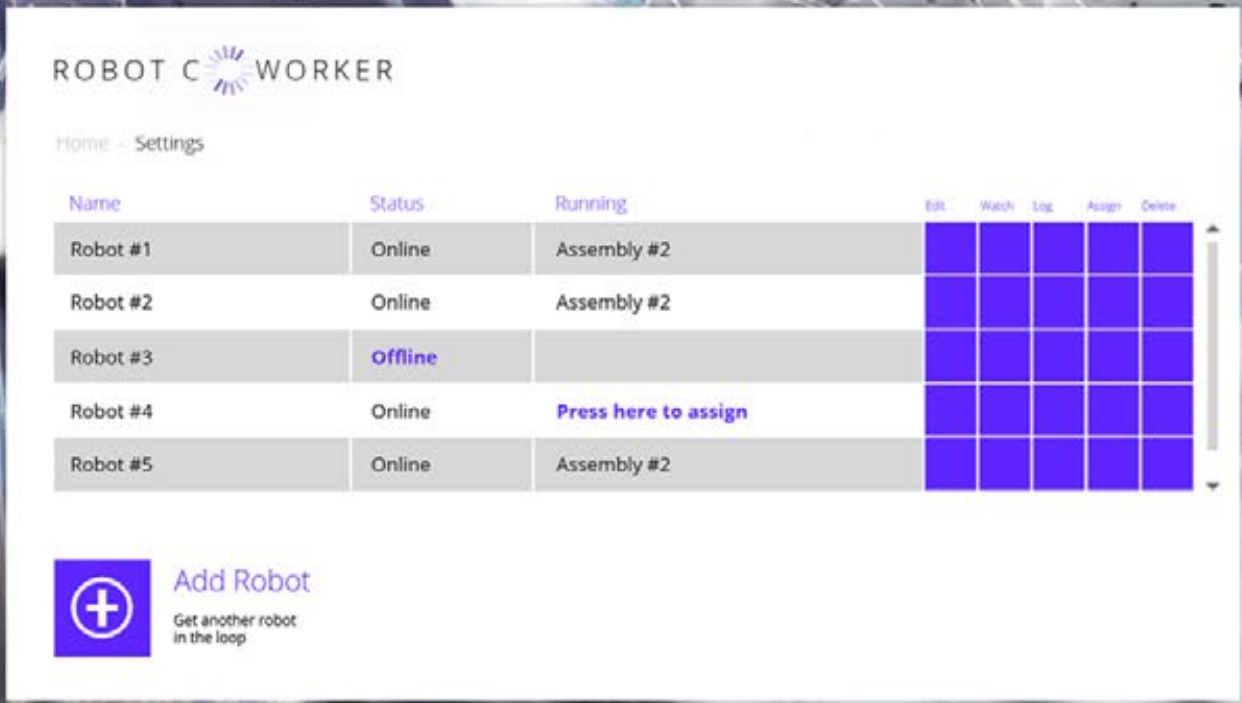
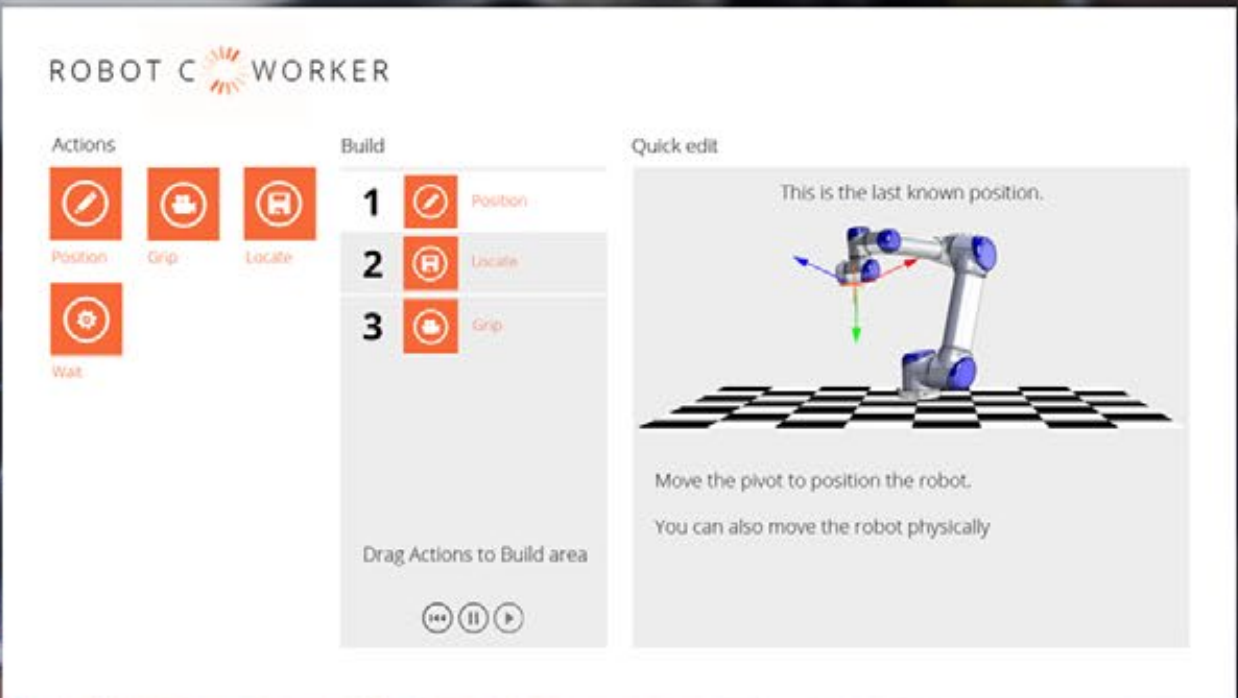
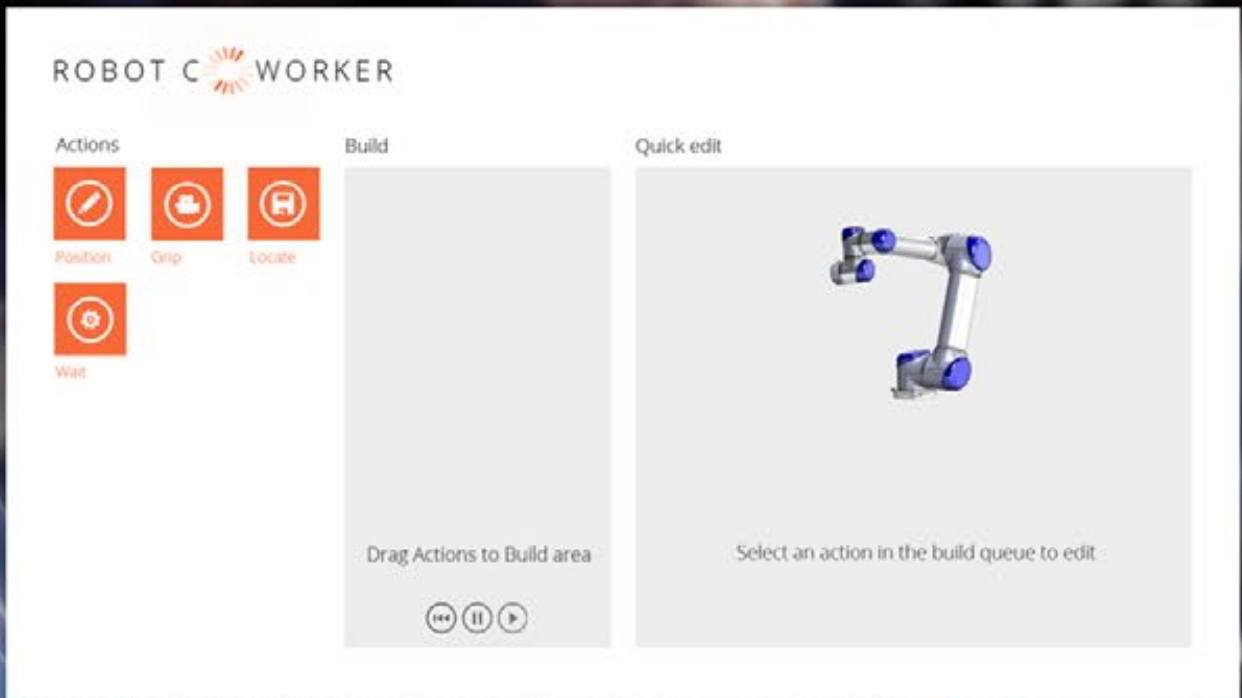


MediBlitz Medical Mobile App

Mobile application used as a medical tool for checking how the sores of a patient are healing by keeping track of images and sending the data to the doctor.

My areas of responsibility:

- Idea generation
- UX development
- Facilitation of user testing
- Prototype development
- Deliverance and follow up on final product



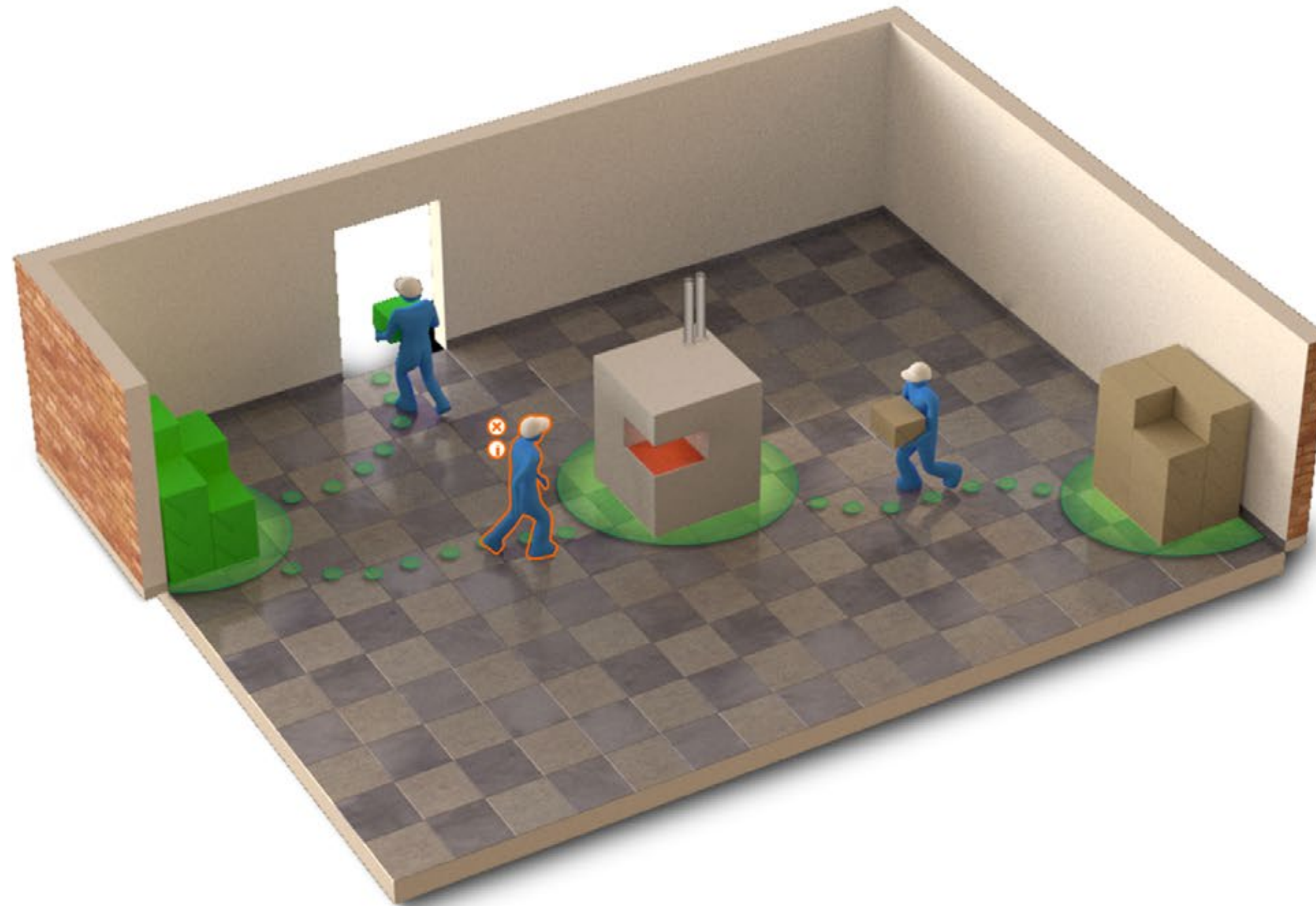
Robot Co-worker UX design and dev

The concept of the Robot Co-worker is the next big evolutionary step in future industrial robots, where the focus is to create agile, price competitive robots with user friendly and intuitive interfaces that easily can be reconfigured for new tasks and trained by existing personnel

For the Robot Co-worker project I worked on the creation of the UI that would require a minimum of training for the user. The UI will be running on a tablet and can be run and programmed remotely

My areas of responsibility:
- UX development
- Creation of real-time environment for 3D simulation and robot training





LEAN Production Educational Training

A modular and scalable LEAN manufacturing training game.

The main idea of the game is to teach LEAN optimization in mass scale, where you can adapt an already existing company and with the simulation and see the changes that could happen when you apply LEAN optimization in practice.

My areas of responsibility:

- Idea generation
- UX development
- Gameplay development
- 3D graphic design and animations



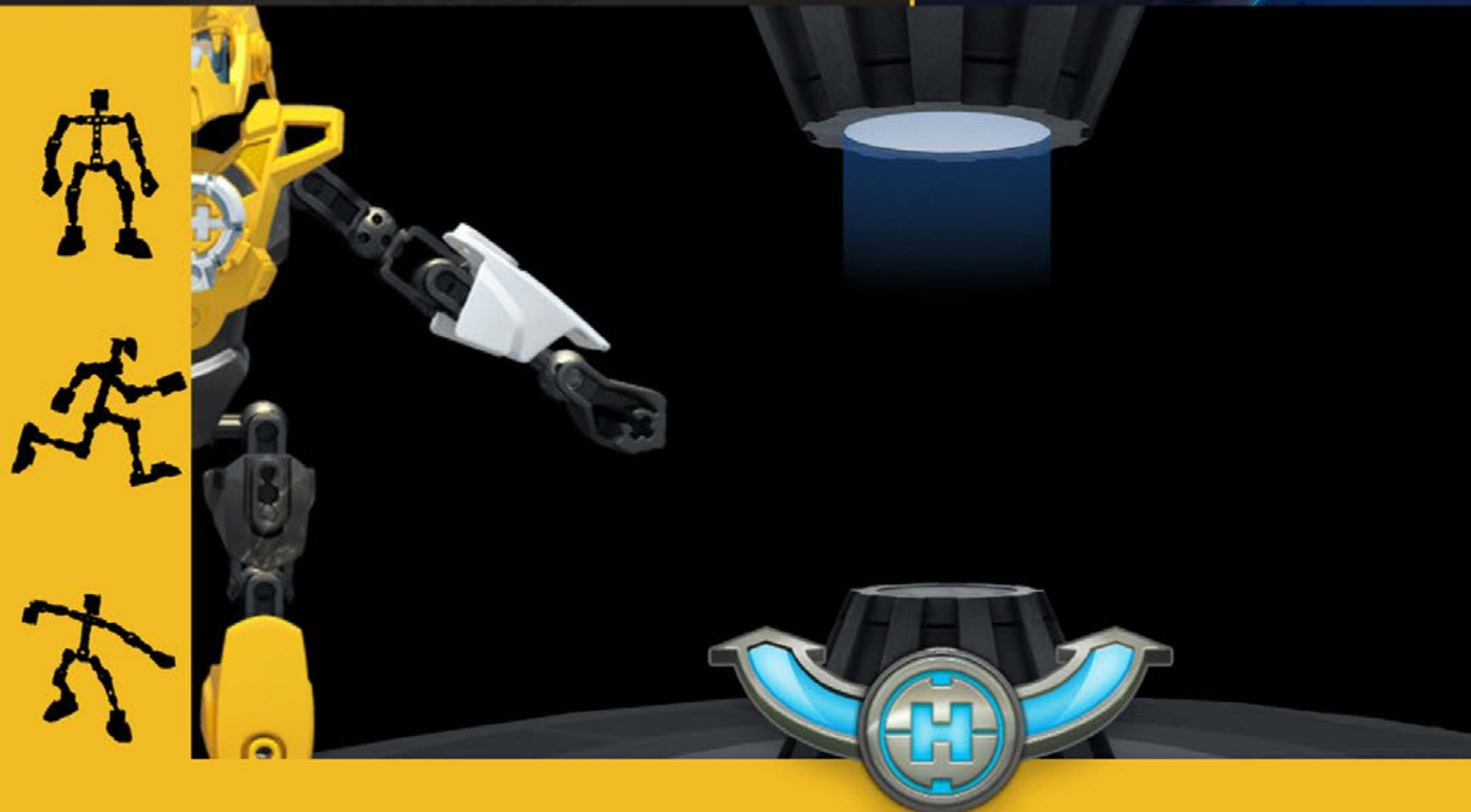


LEGO Hero Builder Web App for lego.com

While I was working at LEGO I have worked on the creation of a new version of the Hero Factory Builder, where the whole build was made in 3D and visually was intended to have the look-and-feel of a computer game.

My areas of responsibility:

- Art direction
- Graphic design
- Environment design in 3D
- UX development





Story Corner Website

Story Corner was a concept for interactive storytelling for children that could be used online as a website or as a PC application.

My areas of responsibility:

- Developing ideas and layouts
- Graphic design
- Illustration
- User Interface



Greei Adventure Game

*Bachelor project in Animation
& Game Design, Medialogy*

The game prototype was a 3rd person
adventure computer game and the demo
was fully playable.

My areas of responsibility:

- Concept development of story and characters
- Gameplay development
- Character modelling, texturing, rigging and animation
- Level design and modelling
- Implementation of animated character, collision detection, world dynamics and gravity
- Programming of prototype in Havok engine
- Development of animatic ([video link below](#))



Asylum

Asylum Game

Multimedia design - final exam project

Asylum is formed by a story line, which does not force the player to follow a pre-given story, but allows him the possibility to create a story of his own.

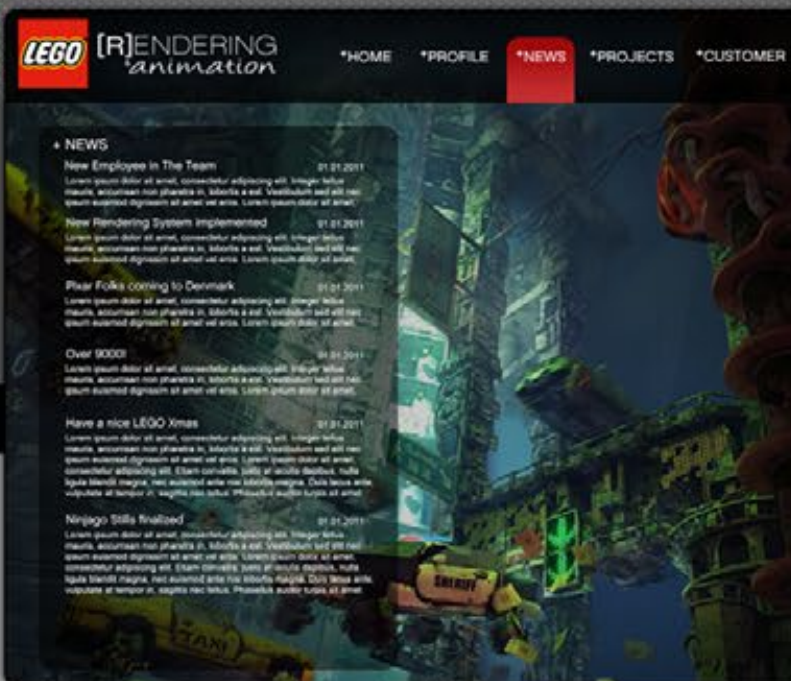
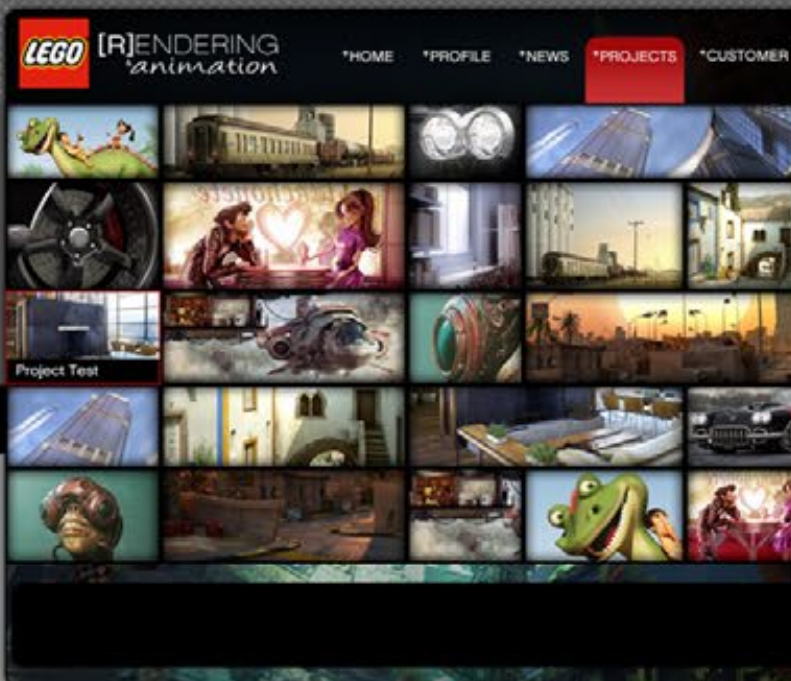
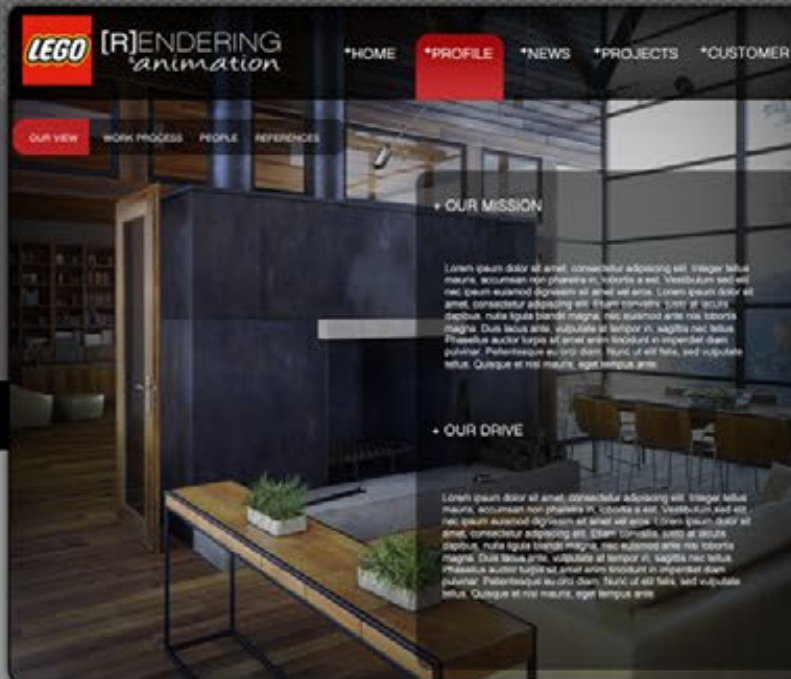
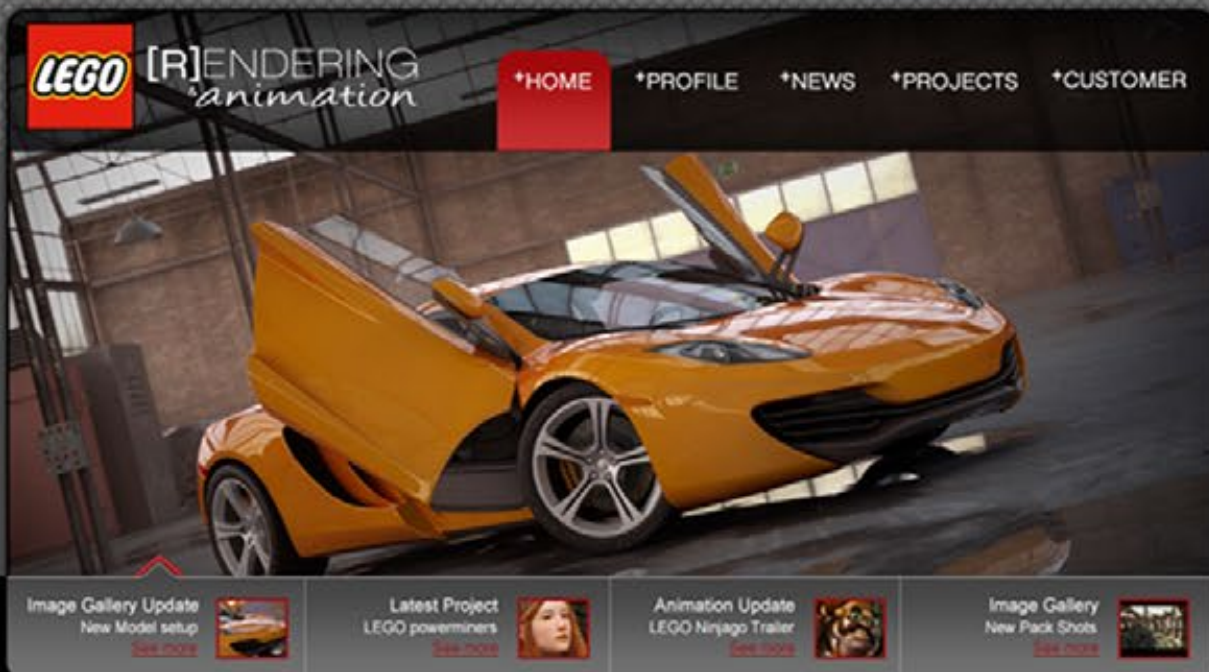
The player will be situated in a world, where ones actions always have following consequences, and these will form the direction of the story.

The players' choices will whirl him into a series of events, and by investigating those during the game, the plot will start to appear and the chosen storyline will become visible.

My areas of responsibility on this project:

- Creation of graphic design and in-game 3D material
- Creation of User Interface
- Making of Intro sequence ([video link below](#))





LEGO Rendering Internal Website

Branding for LEGO Rendering and Animation department

I worked on the website that was intended for the department to show their work and achieve a higher profiling internally. Furthermore the site contained a blog and customer access.

My areas of responsibility on this project:

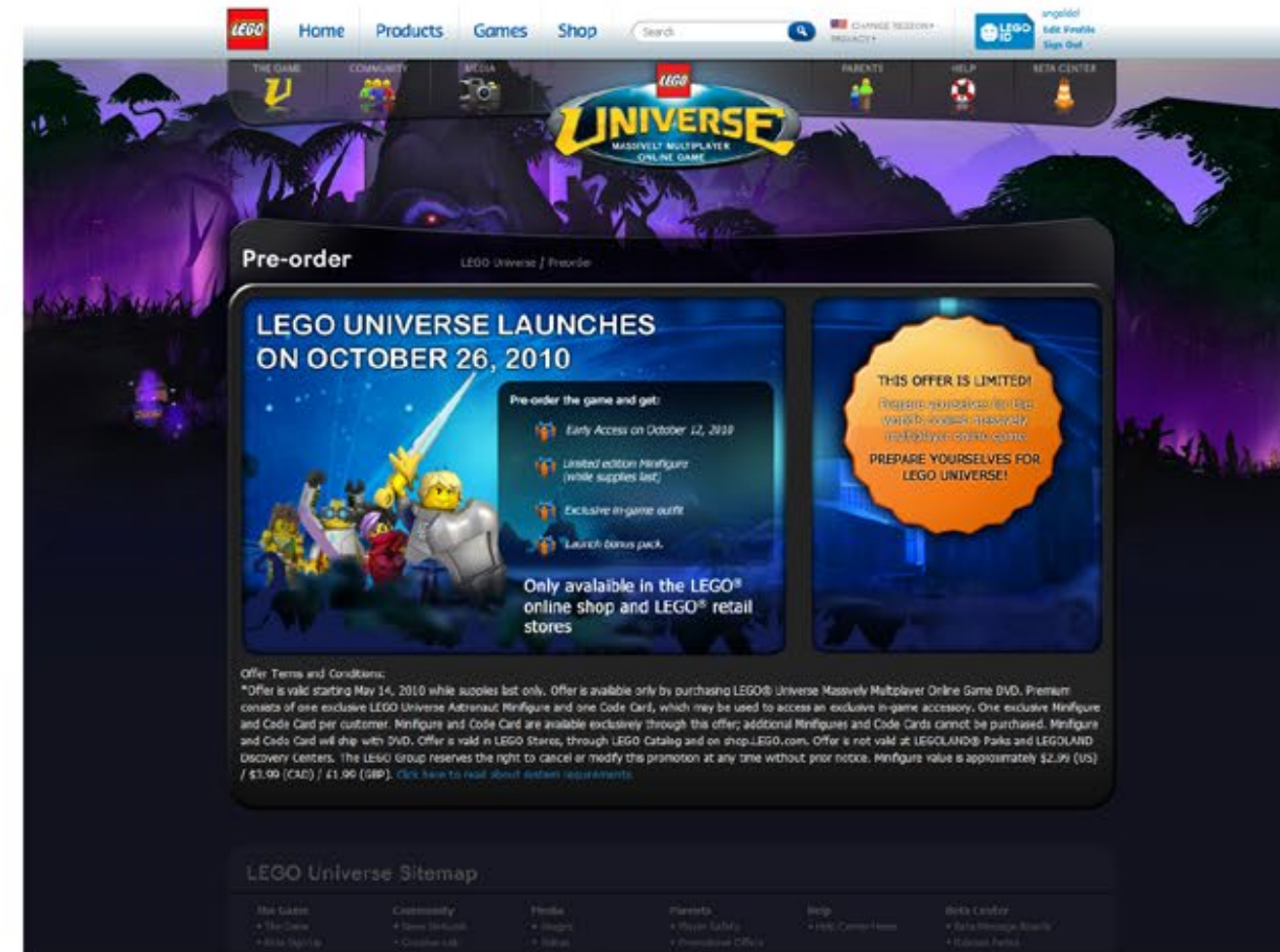
- Art direction
- Graphic design
- UI development

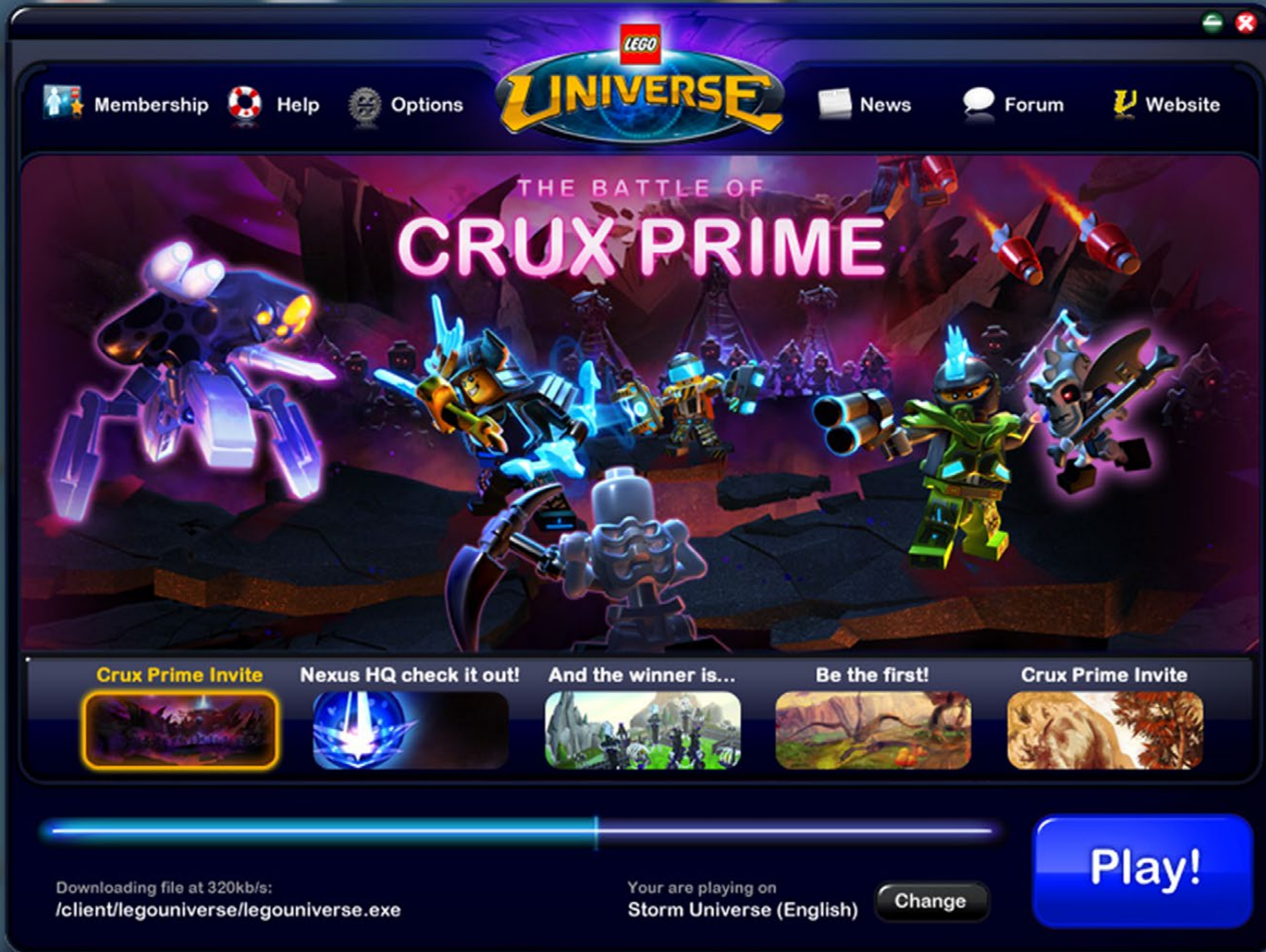


The LEGO Universe site was a community site, which had to be involving and give the first experience of the game before the kids started playing.

At the same time it should be used as a guide for the kids already playing the game and as a community hub.

- My areas of responsibility on this project:**
- Art direction
 - User Experience
 - Concept idealization
 - Graphic design





LEGO Universe Game Launcher

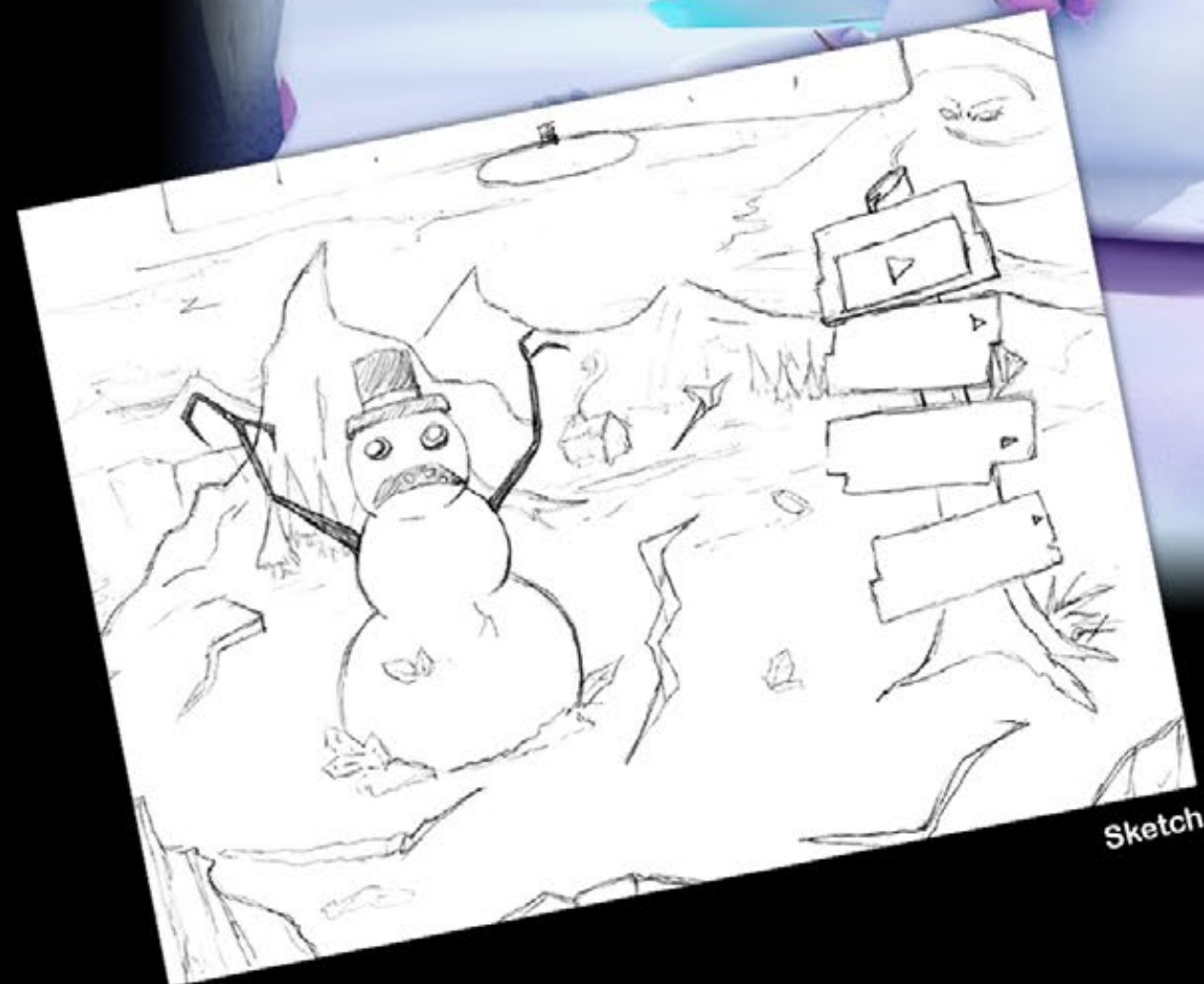
The LEGO Universe game launcher was the link between the game and the website, keeping the users updated on what was going on in the community and in-game.

My areas of responsibility on this project:

- Art direction
- User Experience
- Concept idealization
- Graphic design



Welcome to FROSTBURGH



LEGO Universe Frostburgh Campaign

Creation of the Frostburgh Online winter campaign, inviting players to come and join the new LEGO Universe in-game zone of Frostivus.

My areas of responsibility on this project:

- Art Direction
- Graphic Design
- User Experience
- Idealization



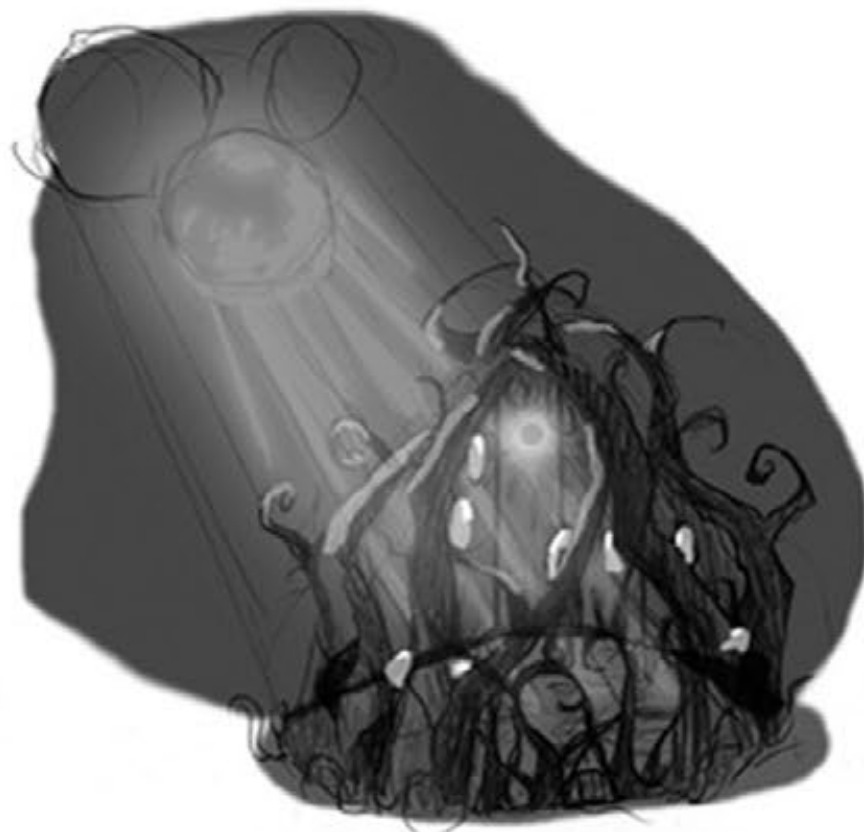
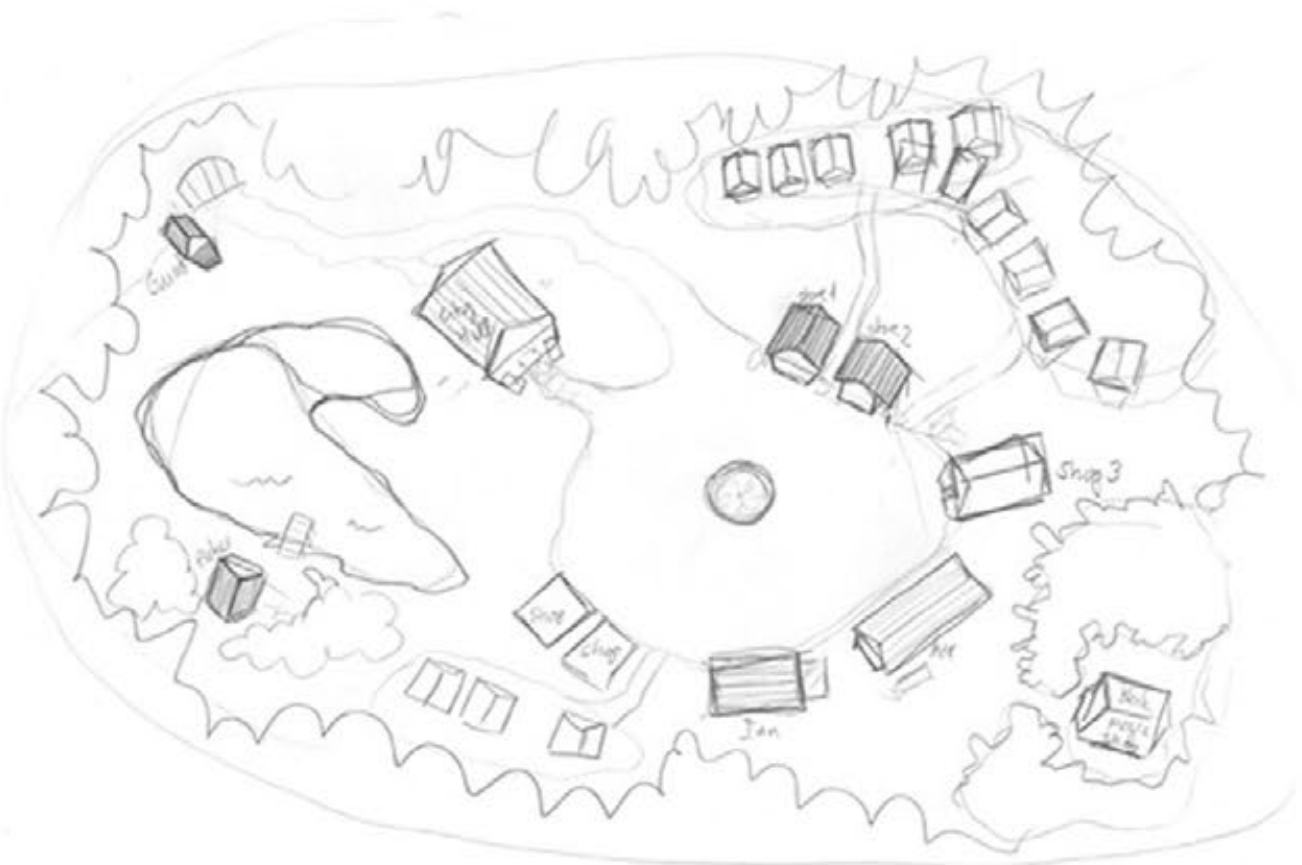


Virtual and Augmented Reality

I'm very interested about this technologies because I find it that in the day and edge we are at, This kind of tech will help us move forward into a better future.

Other than research, I have been learning the ways around 3D engines and User experiences for both Virtual reality and Augmented reality.





Free-hand sketches
Greei game





Summoning
the rain



Rain Dance



Free-hand sketches
Character Creation





Free-hand sketches
Character Creation



The background features a light gray gradient. In the top-left and top-right corners, there are decorative geometric patterns consisting of overlapping circles and lines, creating a complex, web-like structure. The text "Thank You!" is centered in the lower half of the image.

Thank You!