

# Portfolio

Marielle Bjorklund

Graphic design

UI/UX design

Web design/development

FIRST  
BA (C



## About me

Graphic designer and Web developer  
10 Warwick Place  
BN11 3EU  
Phone: 07947 564975  
E-mail: [marielle.bjorklund@gmail.com](mailto:marielle.bjorklund@gmail.com)

Currently working as a Graphic designer at Cloud9 Insight.

I am a creative and ambitious multidisciplinary designer who loves working with design, brand identity and digital marketing.

As a designer I believe in functional and cohesive branding that is both clear and simple but also aesthetically pleasing. My on the job experience has afforded me a well round skill set, including multi-tasking and prioritising workloads. I have been fortunate to work on designing layouts, social media posts, blog images and promotional videos. Previous experience as a developer has provided me with a breadth of design and development skills.

I have designed the following sites:

(<https://www.cloud9insight.com/>)  
<https://metalfinishingsltd.co.uk/>  
<https://cloud9connect.co.uk/>

I have programmed and designed aspects of the following site:  
<https://academy.digitalgrads.com/>

My own work is guided by visual representation and unique expression. Most of my personal and university work focuses on creating brand visuals that encompasses important issues into brands.

Hope you enjoy my work.

## Social media

 mariellebjorklund.co.uk

 [behance.net/mariellebjorklund](https://www.behance.net/mariellebjorklund)

 [linkedin.com/in/marielle-bjorklund/](https://www.linkedin.com/in/marielle-bjorklund/)

 @mariellebjorklund\_designs

 @mariellebjorklunddesigns

## Skills

Id Xd Ai Ae Ps Pr 

Html5	Css	Scss	Vue.js	Jekyll
Bootstrap	Python	WordPress	Sqlite	





# Re-design website/Cloud9 Insight

## Large scale re-design of Cloud9 Insight’s website

Cloud9 Insight wanted to replace their existng website to encompass their new vision and values. The current website was dated and was not performing well. It had a disjointed feel with several different fonts and styles across the site.

## Background

Cloud9 Insight is an award-winning business-change consultancy, enabling SMEs to achieve profitable growth through Microsoft cloud technology. They specialise in Microsoft Dynamics 365 CRM solutions.

## My Brief

To create a full website design based on the new site map given by my marketing director.

## Challenge

The new site was going to tripple in content and pages, to compete with the likes of Preact and Sales Force. The biggest challenge was how to make the site aestethcially pleasing yet simple and easy to navigate.



(<https://www.cloud9insight.com/>)



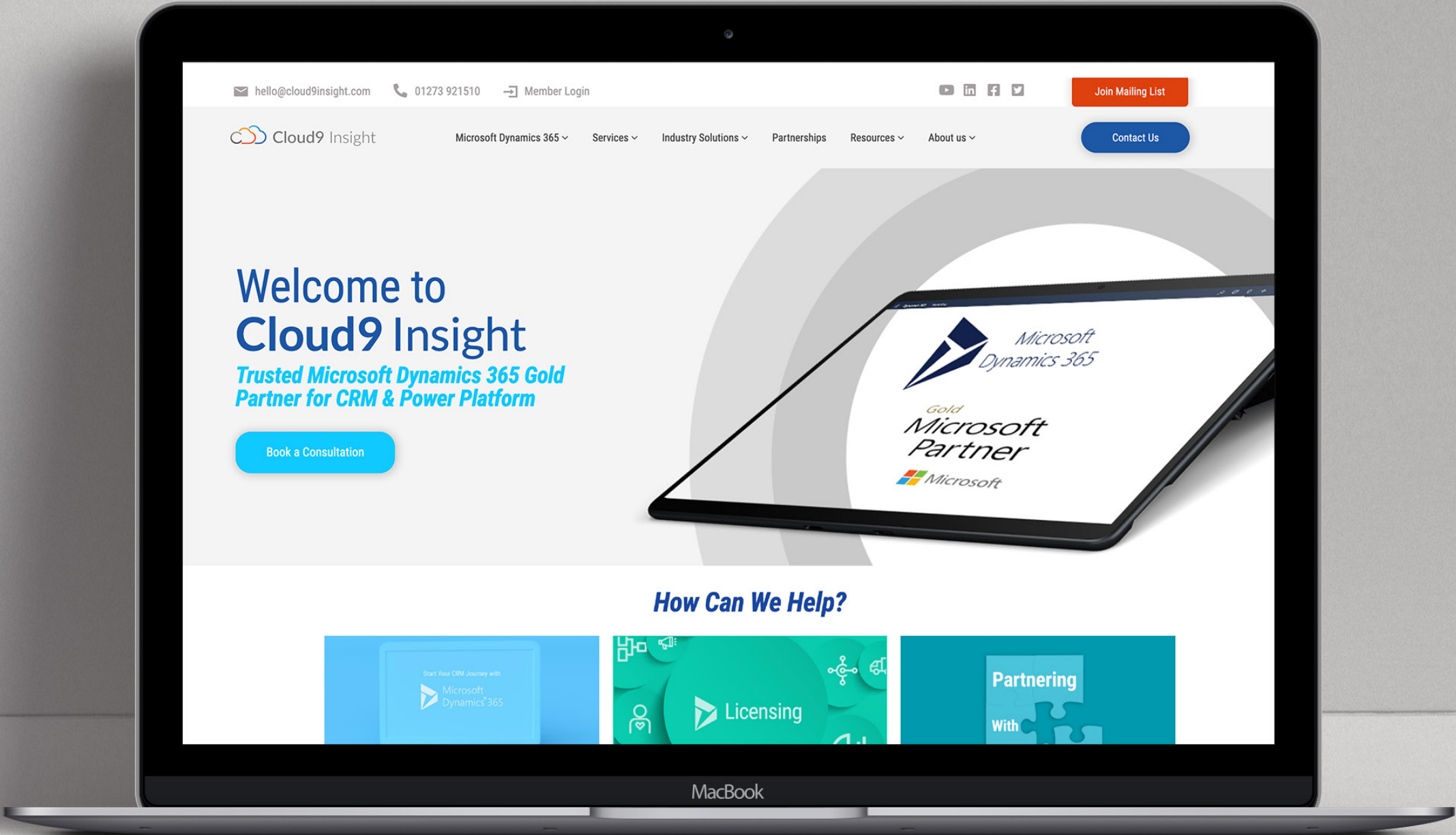
<https://xd.adobe.com/view/5f19c081-f729-4693-8bae-28ae7d8afd9f-0a4a/?fullscreen>

## Solution

For the design I used adobe xd, which I could then easily share with developers and my marketing manager. Firstly, I did research into competitors and how their site looked and worked. Initially I created wireframes to visualise the users journey. Once it was approved I would move on to the design phase. One of the key areas was to visually show what Cloud9 Insight product is. Hence, most of the design is based around screens, computer mockups and icons. To ensure the brand stood out I created a visual language of 3D images in the new Cloud9 Insight brand colours.

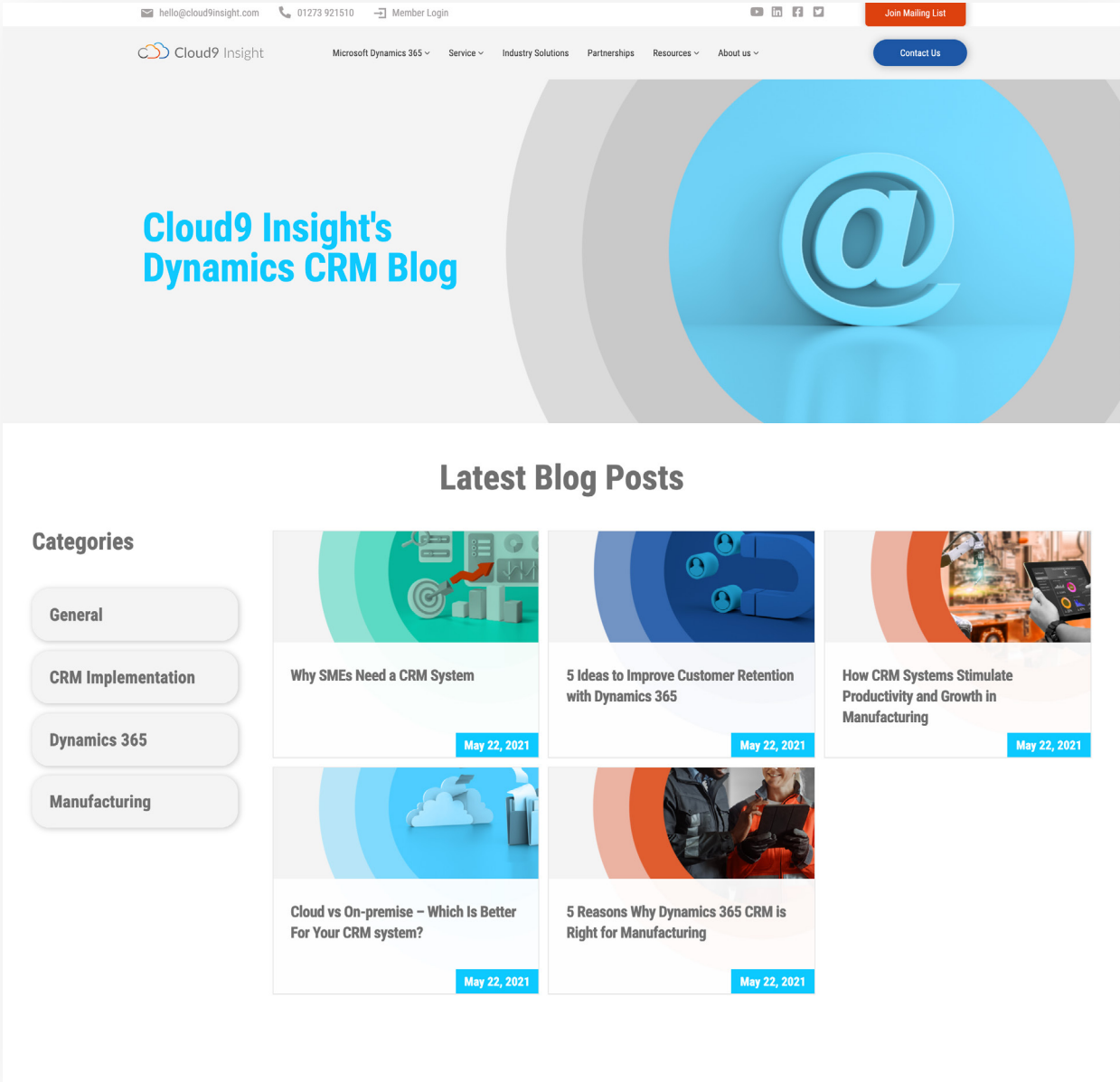
The overall feedback have been great. Marketing department conducted a survey that yielded an average rating of 4.67 stars which included simple navigation, great design and informative.

## Process

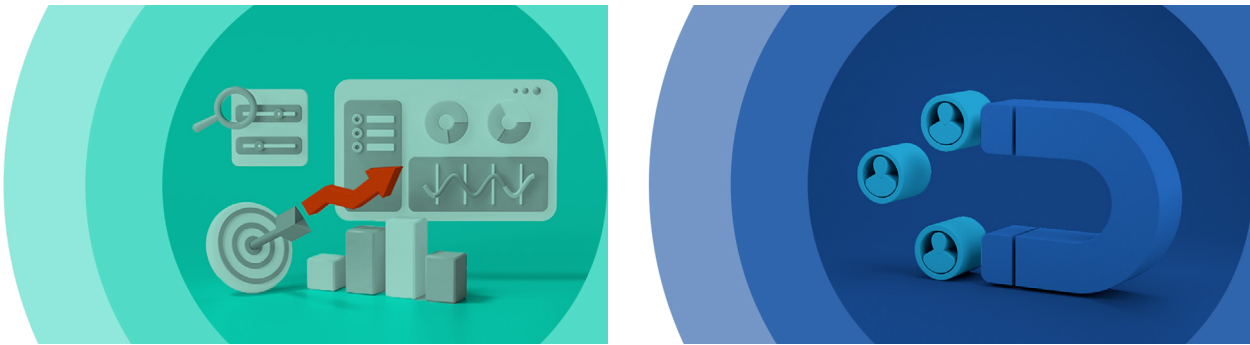




# Images for Cloud9 Insight’s blog posts



## Process

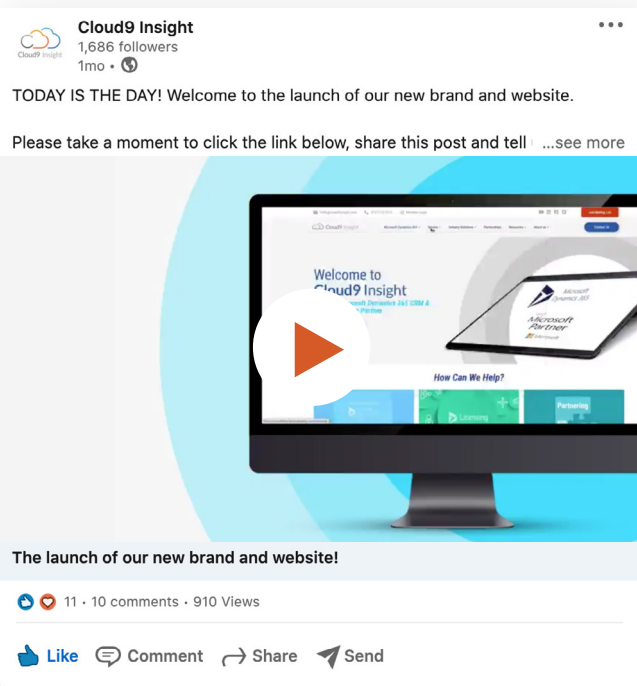


# Videos

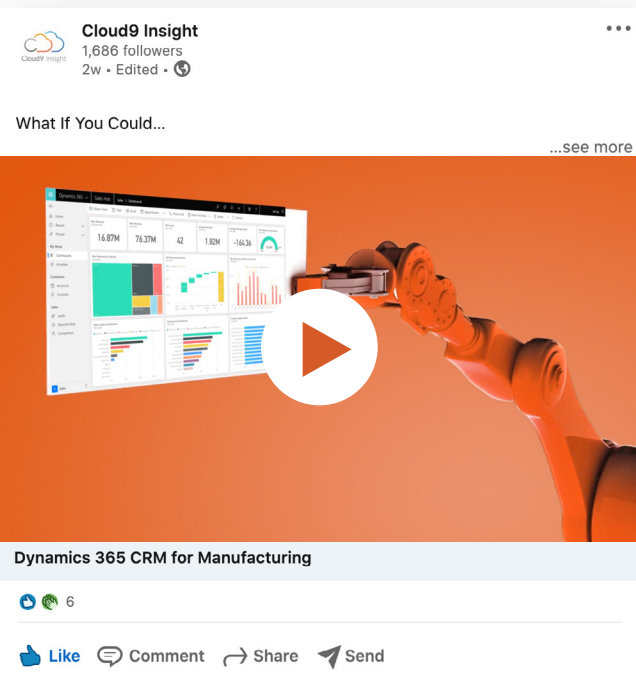
## Website Launch/ Campaign / Demo

Promotional videos created for Cloud9 Insight as part of the launch for the new brand.

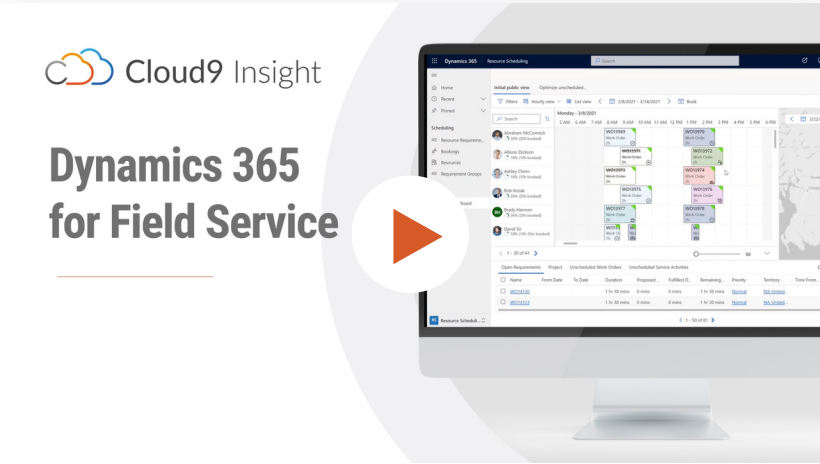
Video for launch of new website & brand



Manufacturing campaign



Demo videos for website and partners



## Process





# Web design Cloud9 Connect

## Large scale re-design of Cloud9 Insight’s website

Cloud9 Insight wanted to launch a new platform for digital learning and job creation. First step was to create a brand and landing page for the collection of potential clients. The site should also be a promotional piece to highlight the launch that will come at a later stage.

## Background

The pace of the digital revolution has created a demand for digital skills that will grow exponentially. Yet, we are struggling to keep up with demand for a digitally skilled workforce. Cloud9 Connect aims to reduce the gap by connecting graduates, early-in-career, work returners to learning resources, training, mentors and work placements.

## My Brief

To create a logo and brand identity that is modern and fits well with the Cloud9 Insight brand. The brand should then be used to build the Cloud9 Insight landing page. The site is targeted at younger demographic but should still be professional and appeal to universities and employers. The brand should stand out on its own but should also be connected to Cloud9 Insight brand.



<https://cloud9connect.co.uk/>



<https://xd.adobe.com/view/ca3fbdb4-6146-4b0e-be81-b3df3273d2ec-9f6c/?fullscreen>

## Challenge

As the landing page was meant to be used as a way to collect interested parties. I had only a week to produce the branding, logo and website.

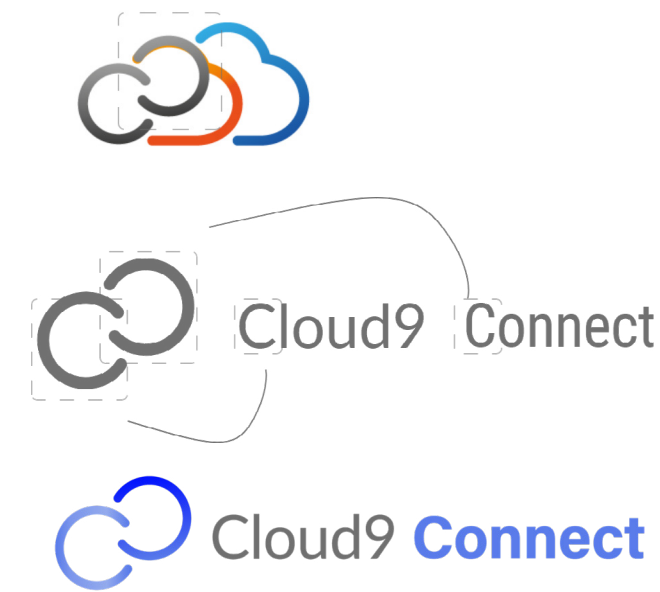
## Solution

For the logo I used the C connected to the Cloud9 Insight logo of the clouds.

The colours were used to represent learning and authority. As part of the brand identity the brand uses circles as a way to symbolise connectiveness and images of people to highlight diversity.

The graphics language is modern and digitally friendly, so that it can easily be used in an app.

## Process



## Join our community and choose your future

We're building Cloud9 Connect, an online platform that will train, mentor, support and offer jobs to people who might otherwise be overlooked by the digital economy.

We will create one million new digital roles in the UK by 2025. Make one of them yours.

Contact us



## Countdown to launch

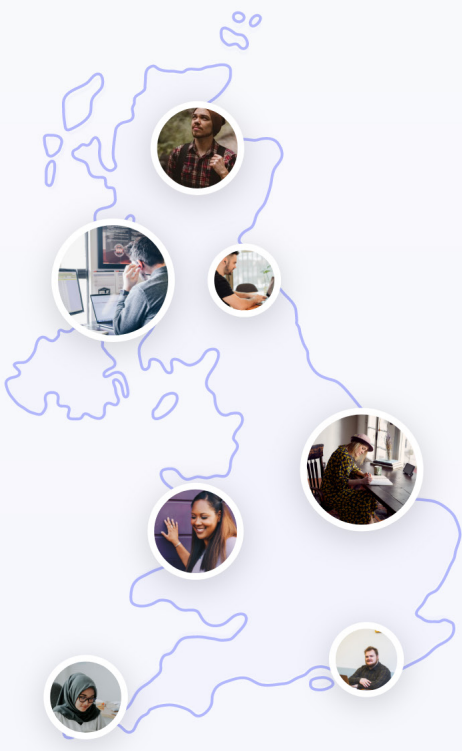
Days  
89

Hours  
23

Minutes  
35

Seconds  
06

We are launching our pilot in December 2021. Sign up below and we'll send you details on how you can be a beta tester, ensuring your place in the story of Cloud9 Connect.



## Our mission: to create one million digital jobs

Technology is transforming every business model and workplace – and the pace of this digital revolution has created a need for skills that will grow exponentially.

We're building Cloud9 Connect, an online platform that will train, support and offer career opportunities to at least one million people, many of whom would otherwise be overlooked by recruiters and employers, by 2025.

If you're interested in learning new skills or in finding a new career...if you want to meet like-minded learners or mentors...if you're an employer or trainer who wants to drive forward Britain's digital revolution...or if you want to be a founding member, or even a beta tester for Cloud9 Connect, then register below and we'll ensure you're among the first to know about our launch in December 2021.

Name:  Company Name (if applicable):   
Email Address:  Job Title:

Sign up now



# Editorial / 3D design

## BA (hons) Digital Media Design / Self-initiated Project

Learning outcomes: Seek and apply new techniques and processes to demonstrate an ability to orchestrate a range of skills, which may be handmade or computer based. Demonstrate an ability to synthesis ideas to generate a personal language in response to a design and/or production problem that is coherent and resolved.

### Background

Only 5% of the worlds historical art collection are made by women. Throughout history, art has predominantly been ruled by men and work created by women has been grossly under-represented in collection and exhibitions. Reinstating women into the history of art is important for future female artists. For my projects I used Tate Museum as an example. Tate museum houses the United Kingdom's national collection of British art, and international modern and contemporary art.

### My Brief

The goal of my project was to raise awareness of female artists through history as part of a new initiative by Tate by reimagining art made by women. The art should be a marriage between traditional and digital. It should reflect trends in design today and encourage people to make their own versions. Target audience Women aged 18-35.

### Challenge

One of the challenges was how to reimagine artwork that would translate well today without losing its originality. For this, I had to consider current trends and the history of female artists.

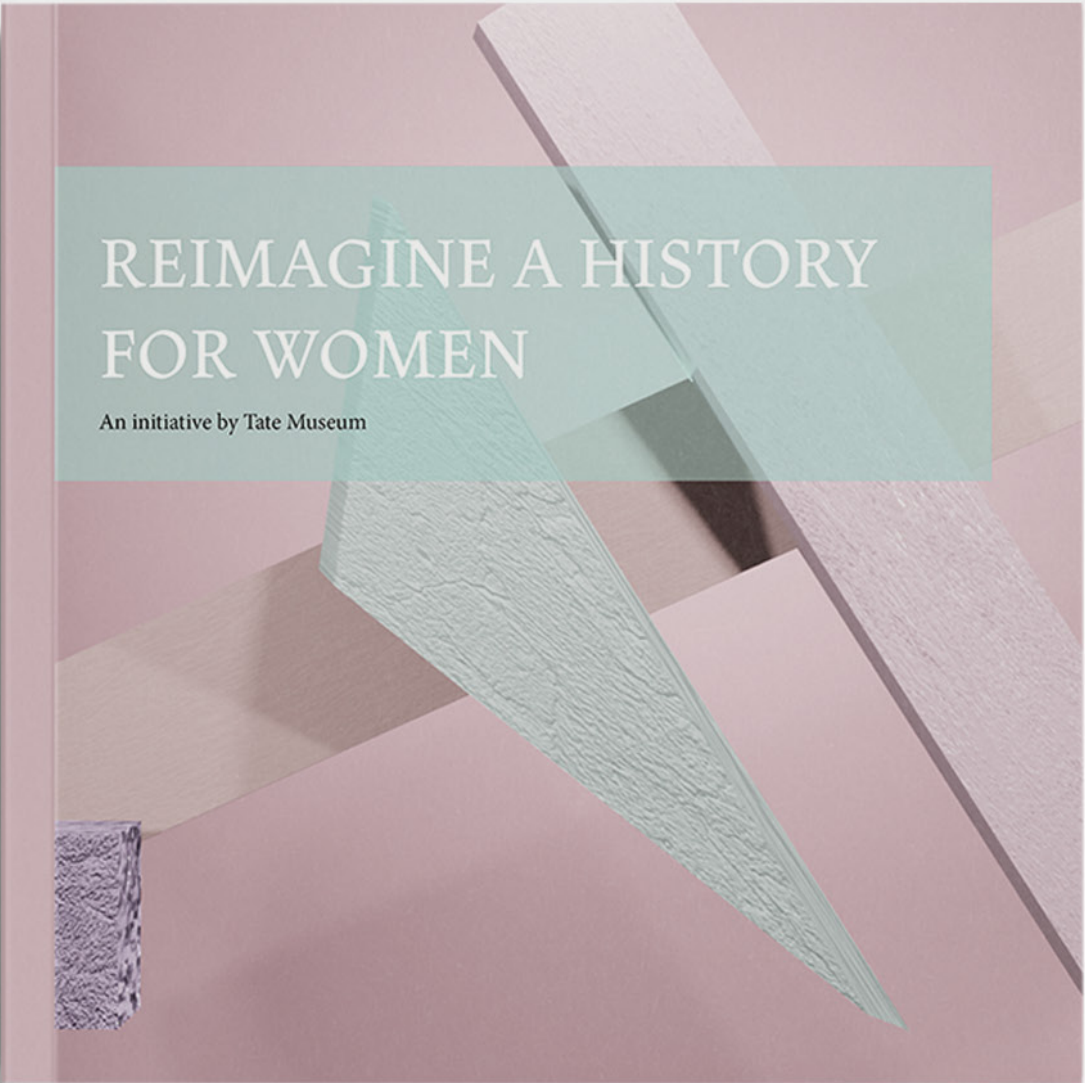
### Solution

These three artworks by women between 1900-1930 were chosen to represent female artists everywhere. Their processes and techniques were based on technological, constructional, architectural or mathematical consideration. Their artwork may be considered masculine, and were often in the shadow of male artists.

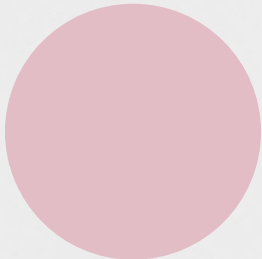
For this project I learned blender from scratch.

I chose to reimagine these pieces in 3D, as its a big trend at the moment and the artworks would translate well into digital rendered 3D images. The pastel colours were chosen to reflect today's contemporary style, but also a way to reclaim the feminine colour pink into something else than soft and nurturing. Instead it has been used with juxtaposed construction material, to create a strong visual language.

### Process



#ced4ea



#e3bdc5



#ceeae2

# Reimagined artwork created to celebrate female artists in history.

By sharing and recreating unknown or under valued artwork by talented women we can reinstate women back into the history of art.



Title: Spektakel: 1924.  
By Ella Bergmann-Michel, 1927



Title: Sonnen  
By Hilma af Klint, 1915



Title: Unknown  
By Lyubov Sergeevna Popova, 1917.

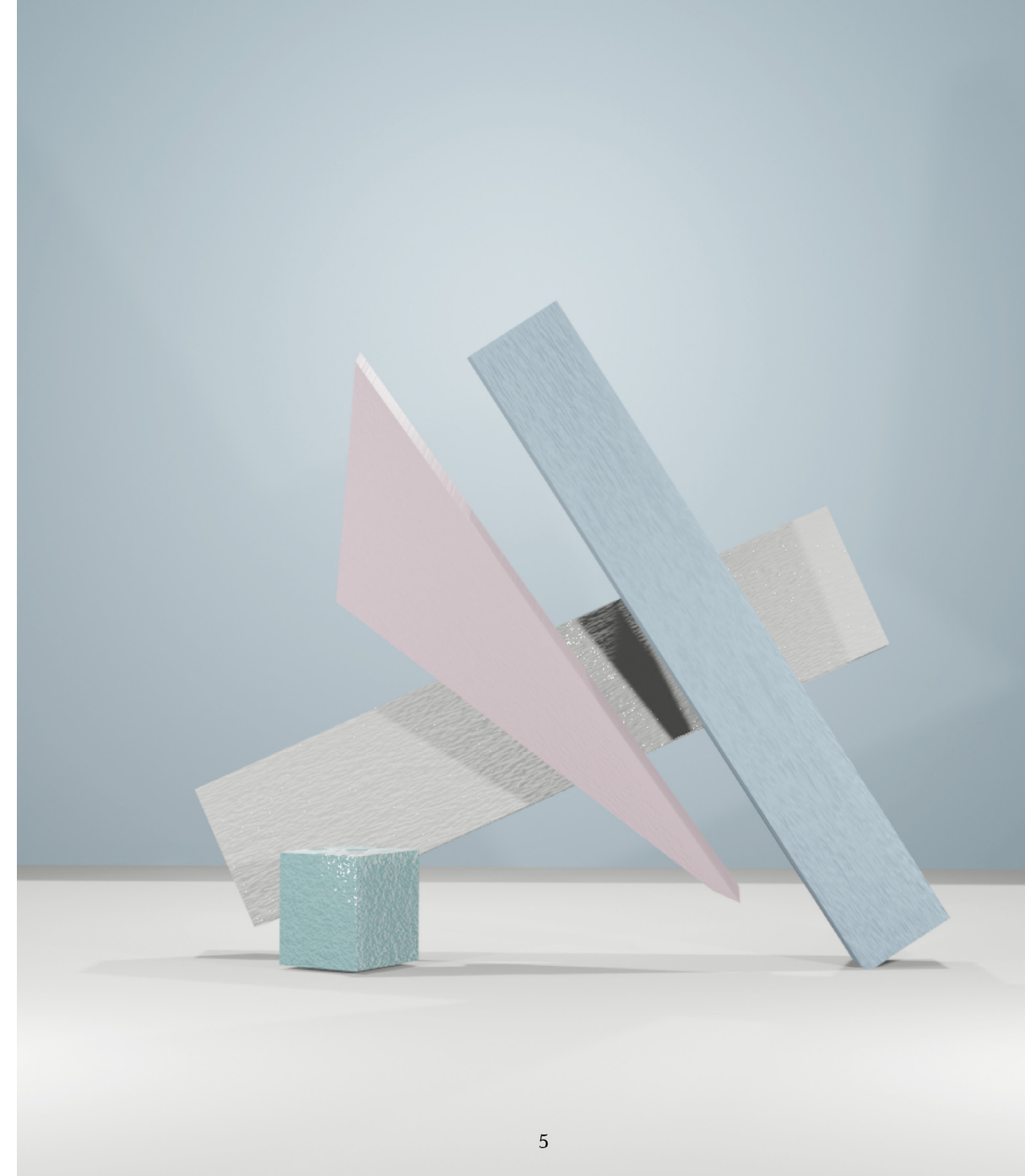
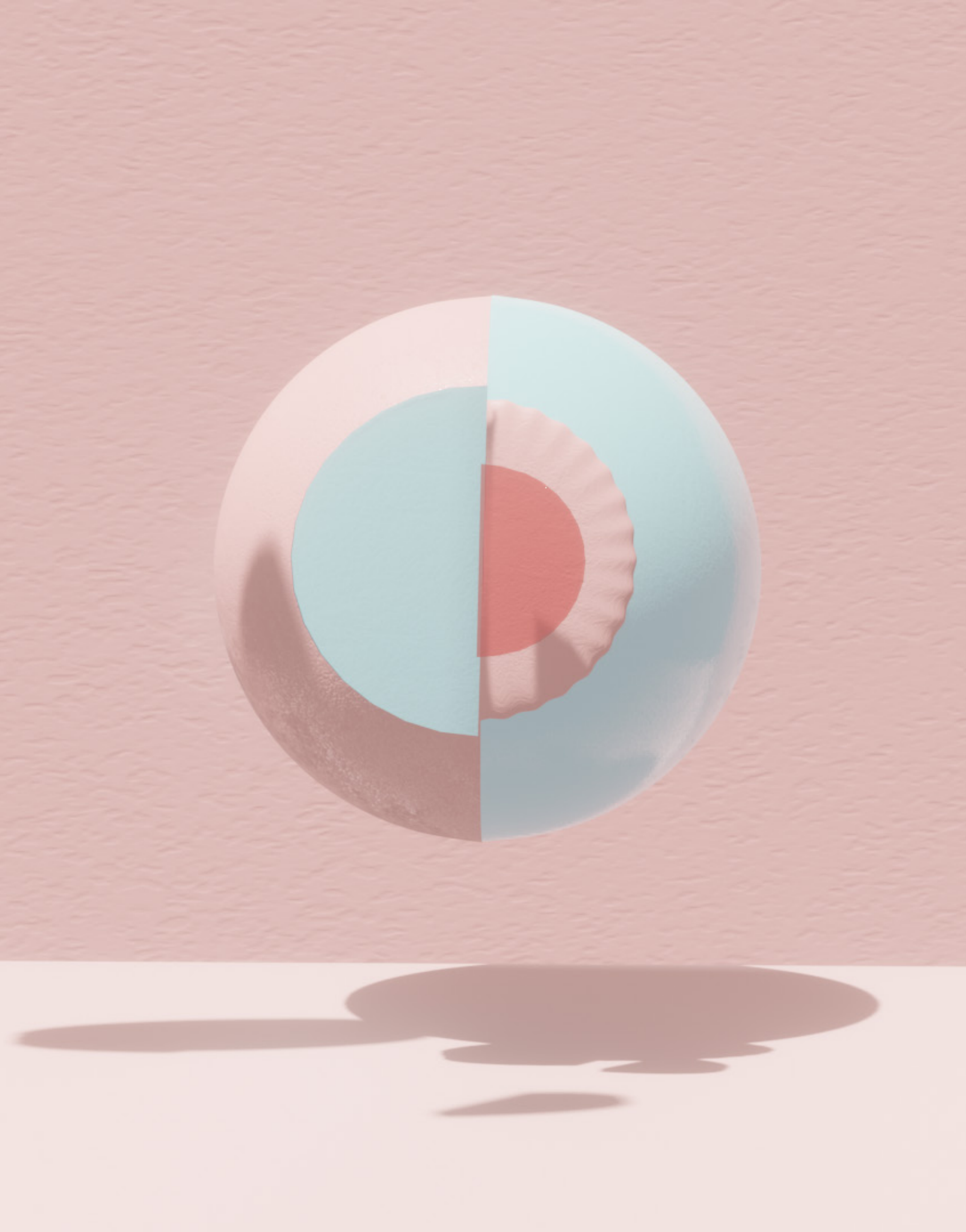
Throughout history art has predominately been ruled by men and work created by women have been grossly under represented in collection and exhibitions. Reinstating women into the history of art is important for future female artist and keeps the art alive.

Artwork made by historical female artists, have been reimagined into contemporary and digitally inspired artwork.

Only 5 % of the worlds most popular historical collections is made by women. It is evident that there is still a mayor gender imbalance.

These three artworks by women between 1900-1930 was chosen to represent woman artists everywhere. While their arts are considerably different, these female artists was talented and all of them where working in traditional male dominated art. Their processes and techniques where based in technology, construction, architect or mathematical consideration. Their artwork might be considered masculine, and where often in the shadow of male artists.







Hilma af Klint



## VISIONARY AND PIONEER IN ABSTRACT ART.

Hilma af Klint was a Swedish artist who was influenced by spiritualism and believed in a higher mystical reality and aimed through her art to paint these visions. She did not want to reveal her art, as she believed that the world was not ready for it. Through her life she constructed many spiritual painting, that where intricate and symbolised portals, called symbols, to another spiritual world. "Svanen" is a series of paintings that symbolises opposites, dark and light. Masculinity versus femininity. Her story as an artist would symbolize the rejection of talented women who have gone unnoticed through time.

13



By Hilma af Klint, 1915, Svanen

14

## REIMAGINED ARTWORK: "SVANEN" CREATED BY HILMA AF KLINT, 1915.

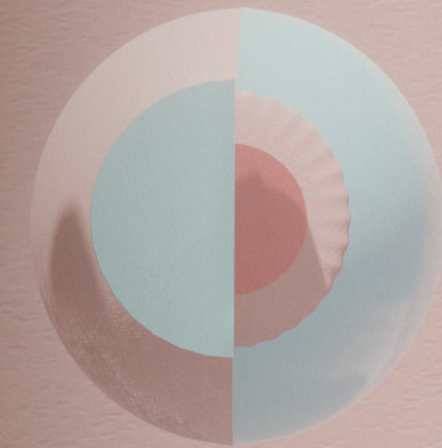
These artwork has been created using Blender a 3D software.

Unlike the other artwork the focus was to create soft shapes to create a realistic sphere. Hilma af klint described the artwork as a symbol, which was portals to another dimension or side.

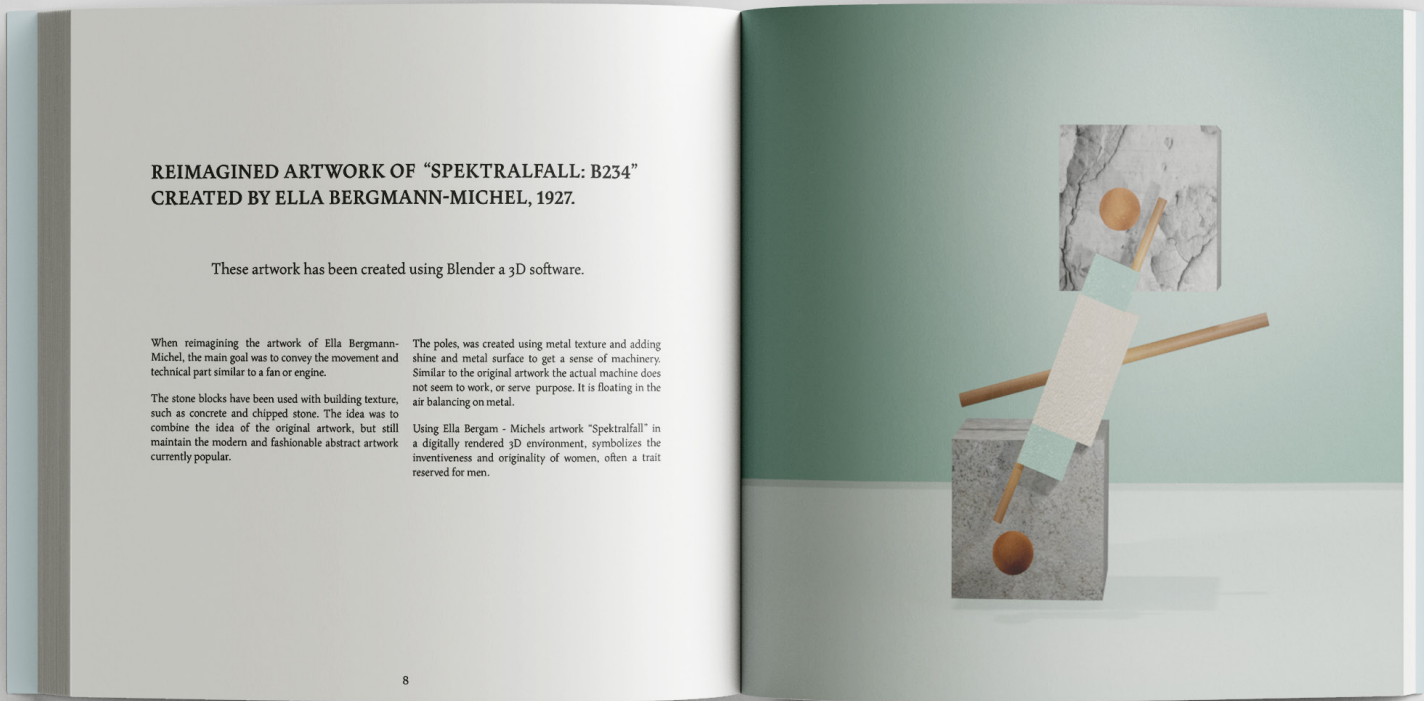
The reimagined artwork uses soft pastel with cold and warm spotlights. The idea is to create a floating sphere, almost calming. Although it looks like a object, it has intentionally been made abstract for interpretation to illustrate how a symbol "portal" could look. The sphere has been cut in half to symbolize a entrance that can be opened.

Dark and light symbolized masculinity and femininity according to Hilma. Hence, I wanted to make the blue and pink represent the current view on masculine and feminine colours. The opposites are joining and overlapping on each side as a way to rectify the imbalance.

14

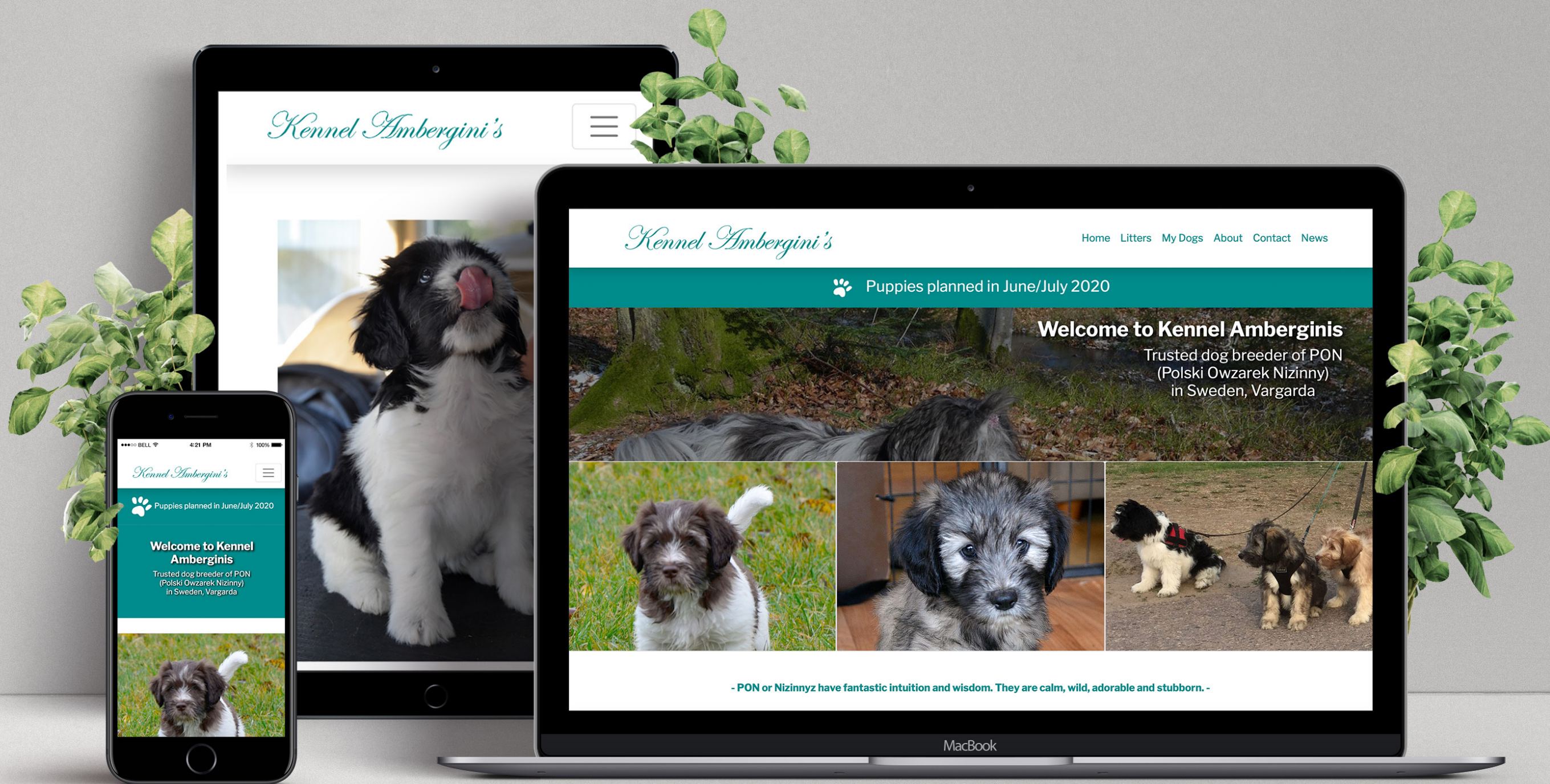








# Kennel Ambergini's



## Client work / Webdevelopment

### Re-design and programming of small dog kennel website

Client wanted to redesign their website. Website had not been updated since 2003. The styling was dated and many pages returned errors. They wanted a new brand identity that was clean yet cute to go with their kennel business. The site needed to be approachable, simple to navigate and consider SEO.

### Challenge

The site was dated and hard to navigate. The site did not generate any traffic.

### Solution

The site was completely revamped using vue.js to create a simple and dynamic site that required little manipulation to the html. Once the site was completed, the only updates would need to be done in the data.

I made the design with only one color, to ensure all focus was on images of the dogs. The color teal was used as it is an approachable and trusting color. Teal is more toned down than the traditional blue which tends to come off as more cold and corporate.

### Process

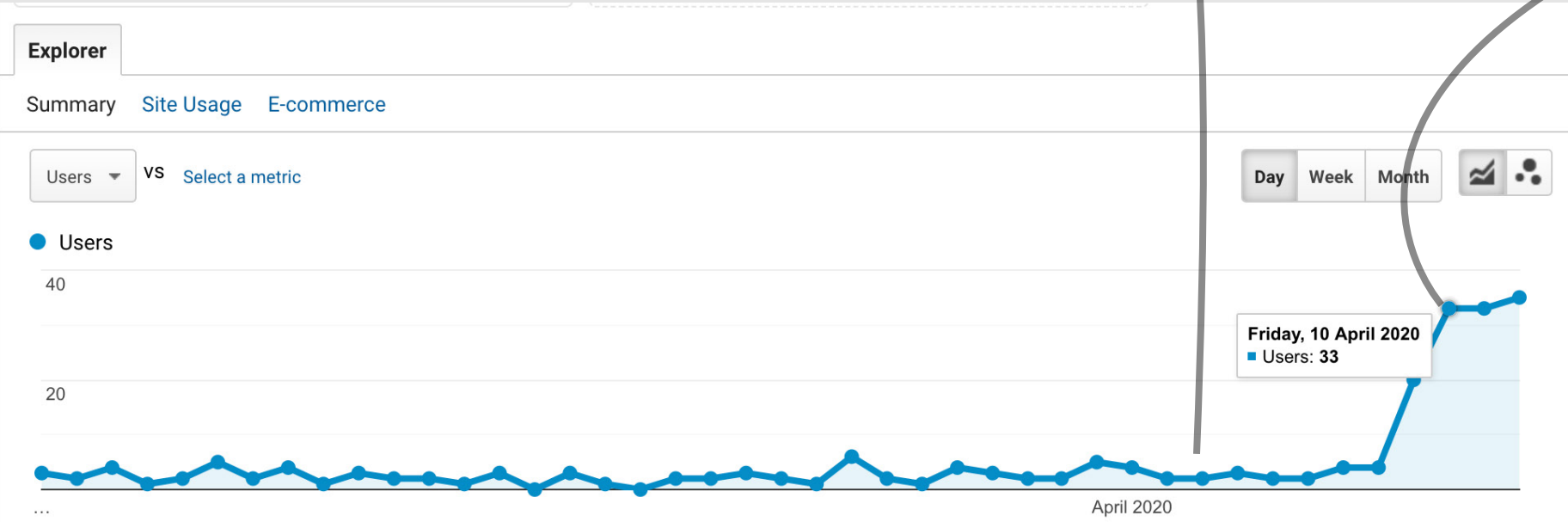
Html    Css    Scss    Vue.js    Bootstrap



<http://amberginis.com/>



- Audiences
- User Explorer
- Demographics
- Interests
- Geo
- Behaviour
  - New vs. Returning
  - Frequency & Recency
  - Engagement
- Technology



New site became live

Result



# Google analytics

Kennel amberginis saw an increase of new users visiting their site.

The site is constantly being updated by keywords and relevant information for the client.

Primary Dimension: User Type Other

Plot Rows Secondary dimension Sort Type: Default

	User Type ?	Users ?	Sessions ?	Pages/Session ?	Avg. Session Duration ?	Bounce Rate ?
		35 % of Total: 94.59% (37)	35 % of Total: 92.11% (38)	1.74 Avg for View: 1.71 (1.89%)	00:00:18 Avg for View: 00:00:17 (5.02%)	25.71% Avg for View: 28.95% (-11.17%)
<input type="checkbox"/>	1. New Visitor	35(100.00%)	35(100.00%)	1.74	00:00:18	25.71%



# Client work/web development

## Client work at Method B LTD for DigitalGrads

“DigitalGrads mission is to cultivate early-careers in tech and media to create a diverse group of future leaders. We’re a tech startup ourselves, founded to ensure young people who want to work in tech and media have access to the best career opportunities, education and roles.”  
- DigitalGrads

## Brief

With the rise of users, DigitalGrads wanted to update their design and user experience. This included a new navigation menu, update to their academy and hiring platform.

## Challenge

The site needed to be user friendly, as it is a social platform for graduates and employees to find jobs and communicate. The site had not been using their brand colors and fonts properly, resulting in a disjointed look and feel.

## My role

I worked closely with the client and my manager to programme their design and vision. This included constant feedback on user experience to the client. Furthermore I did design alterations to ensure the design was coherent across the site.

## Solution

The site went from bootstrap heavy to more scss focused and reusable elements across the site. As a young platform we introduced more icons and infographics to highlight and draw attention. DigitalGrads was happy with the result and have seen an increase in user satisfaction as the user journey is much more straightforward.

## Process

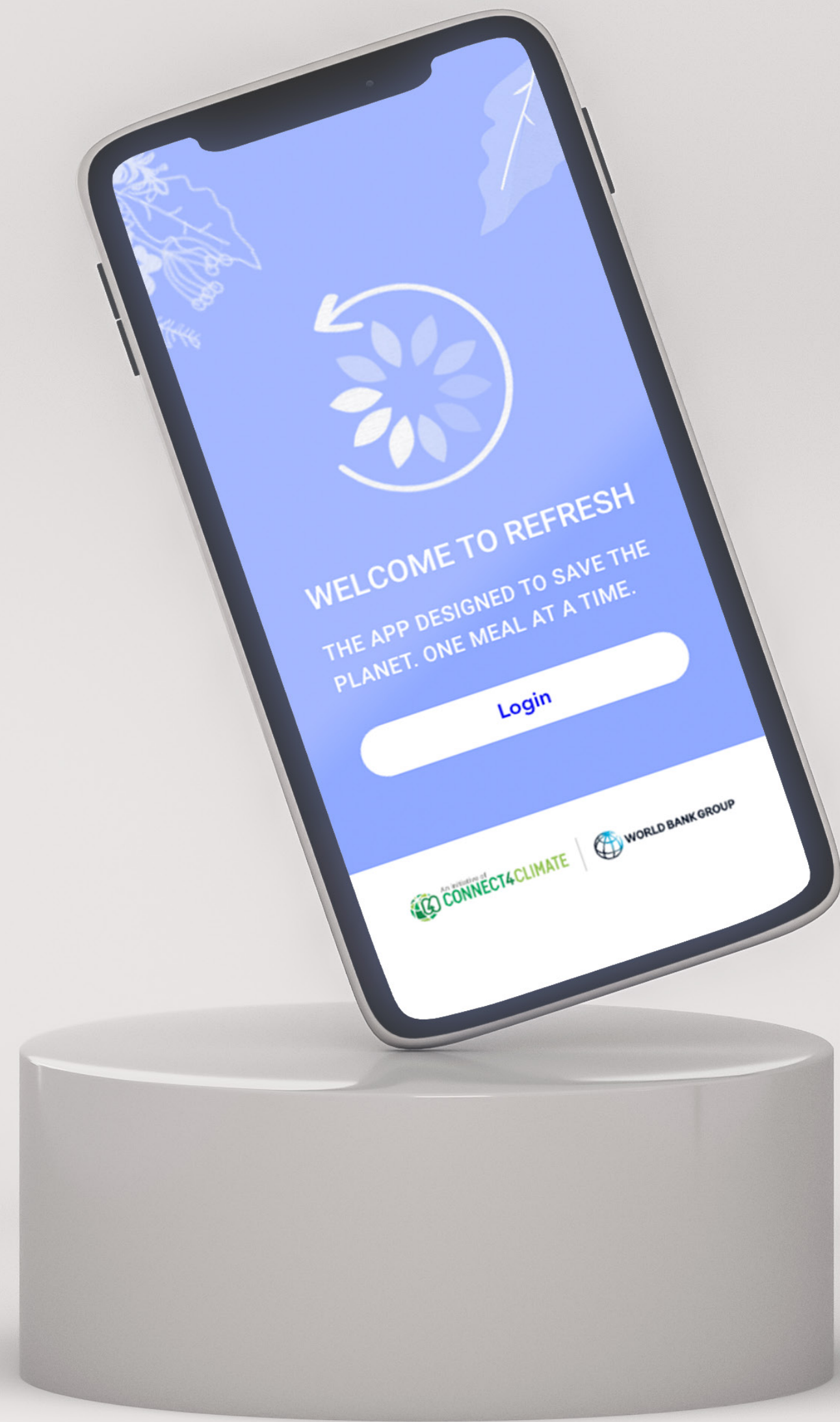
Html    Css    Scss    Vue.js    Jekyll  
Bootstrap    Python    Flask    Sqlite



<https://academy.digitalgrads.com/>







## Campaign / App prototype

**D&AD New Blood Awards.**  
**Brief by: Connect4Climate.**

"Connect4Climate is a global partnership programme of the World Bank Group that leverages the power of the creative industries to encourage behaviour change across the private sector, policy makers, and citizens particularly youth – accelerating the transition to a sustainable world."  
- Connect4Climate

### Brief

Connect4Climate wanted a campaign that encourages a sustainable lifestyle for young people that has a positive effect on the climate. While they want people to change, they don't want the campaign to be condescending and should solely focus on the "how" rather than the "why". The aim is for people to be able to track their progress and see the difference in some way.

### Challenge

Research and findings suggest that people get overwhelmed by the amount of information and non tangible solutions for global warming, which in turn creates apathy and hopelessness, making it hard for people to take measurable actions.

### Solution

My research showed that the average world citizen needs to eat 75% less beef, 90% less pork while increasing their intake of planetary foods. Hence, I created an app that can be integrated with social media and helps young people swap their favourite meals for a sustainable option, using reverse image search. The app will also allow them to receive a weekly shopping list based on their habits and location. The core value of the app is to be seamless and easy to use without being hard to maintain.

The design was inspired by bright colors to appeal to the target audience, and the flowers symbolises the positive effect of change and refreshing your meals.

### Process

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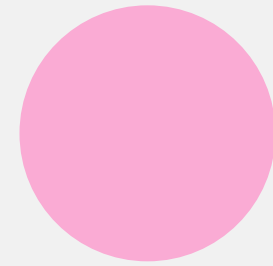
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Ae





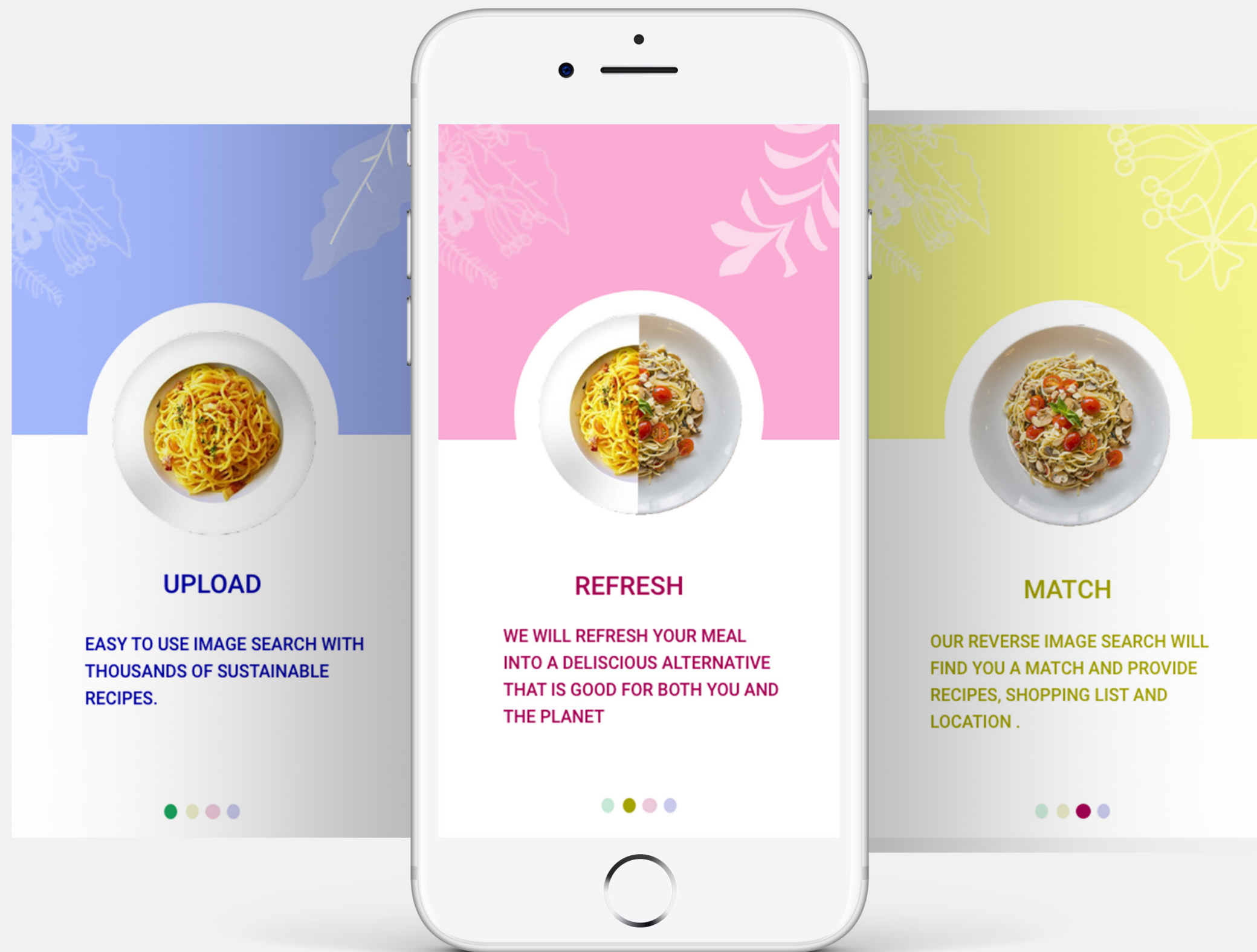
#92a7da



#faabd4



#fbf4c5



**REFRESH**  
**YOUR FOOD**  
**REFRESH OUR PLANET.**



# Final major project

## Branding & UX

### Final major project / third year BA /Independent Project

Learning outcomes: “Take a given subject and make a personal statement that communicates to others and answers a brief. Formulate a brief around a given subject that is within your ability and displays your strengths; Work effectively with limited supervision”.

#### Background

60% of students in creative fields are women, but only 40% go on to work as a creative professional. Only 11% of leaders are women. This identifies a gap in how women perceive their opportunities in the industry.

#### My Brief

The ultimate goal of my project was to get more women working in leadership positions in the creative field. The app should appeal to the target audience, and have a creative and trendy feel.

#### Challenge

Studies suggest that women tend to suffer more from imposter syndrome than men, meaning they feel like they do not deserve or believe they are good enough for a job. While there are many mentorship programs for women, they tend to be hard to enter and there aren't enough mentors with long experience.

### Solution

In order to introduce women to the possibilities of working in the industry, learning and seeing other women succeed has a huge impact on the motivation of other women.

To meet the needs of these individuals, my idea was to create an app that encourages women to help each other. A platform for women to find a female mentor in a creative field locally. This included making a whole new brand identity, app prototype and campaign.

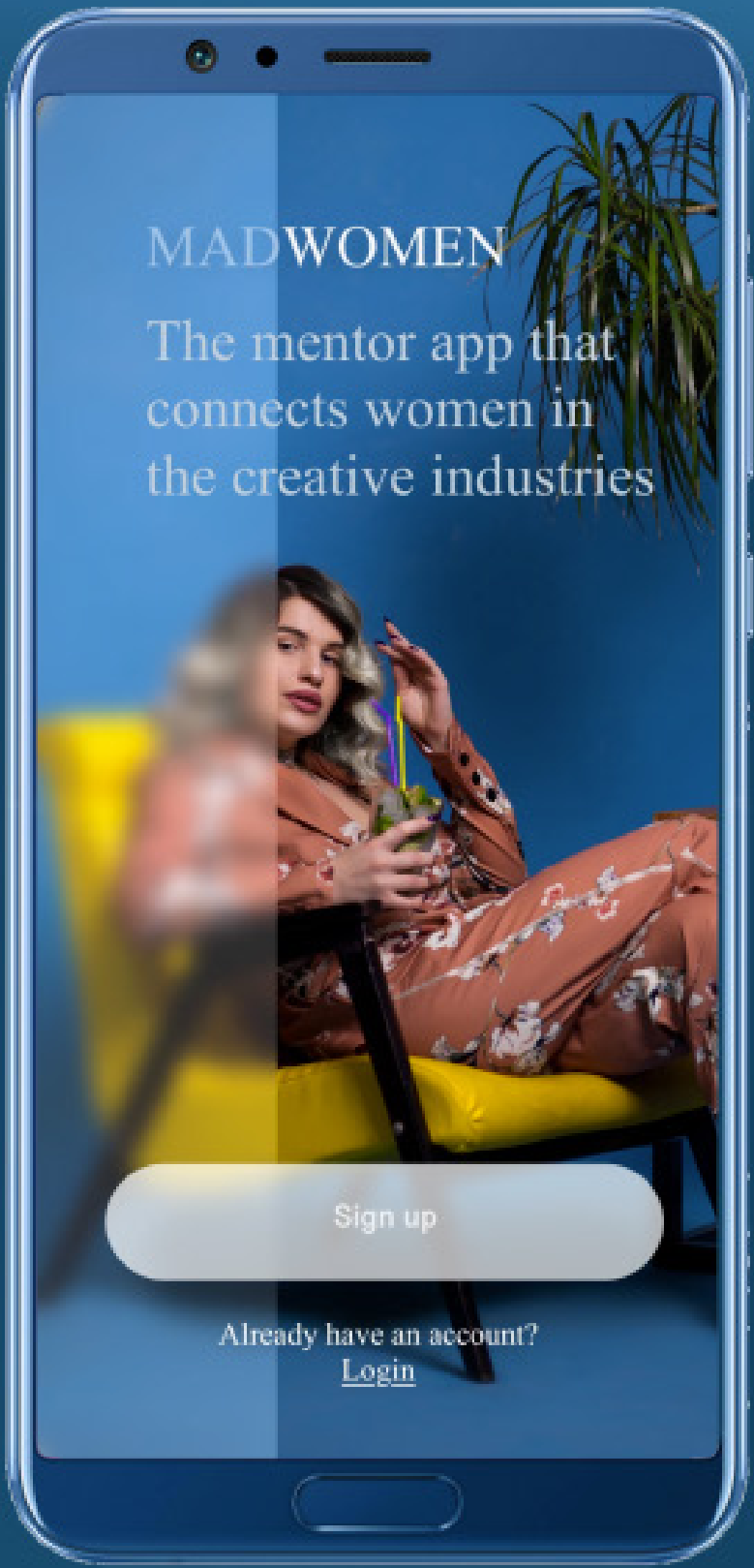
The app has been created considering user flow and user journey. The see through glass effect symbolizes the so-called “glass ceiling”, an invisible barrier that sometimes stands in the way of women progressing professionally. Madwomen aims to remove the glass ceiling.

Message: Authoritative, creative and reliable. Energetic and bold at the same time. Madwomen wants to stand out and think outside the box.

### Process

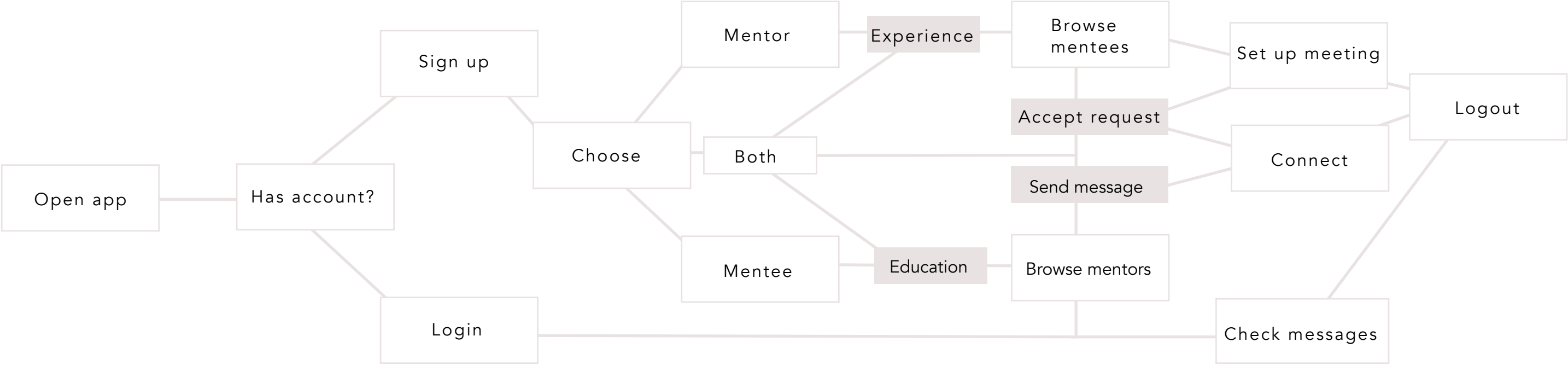
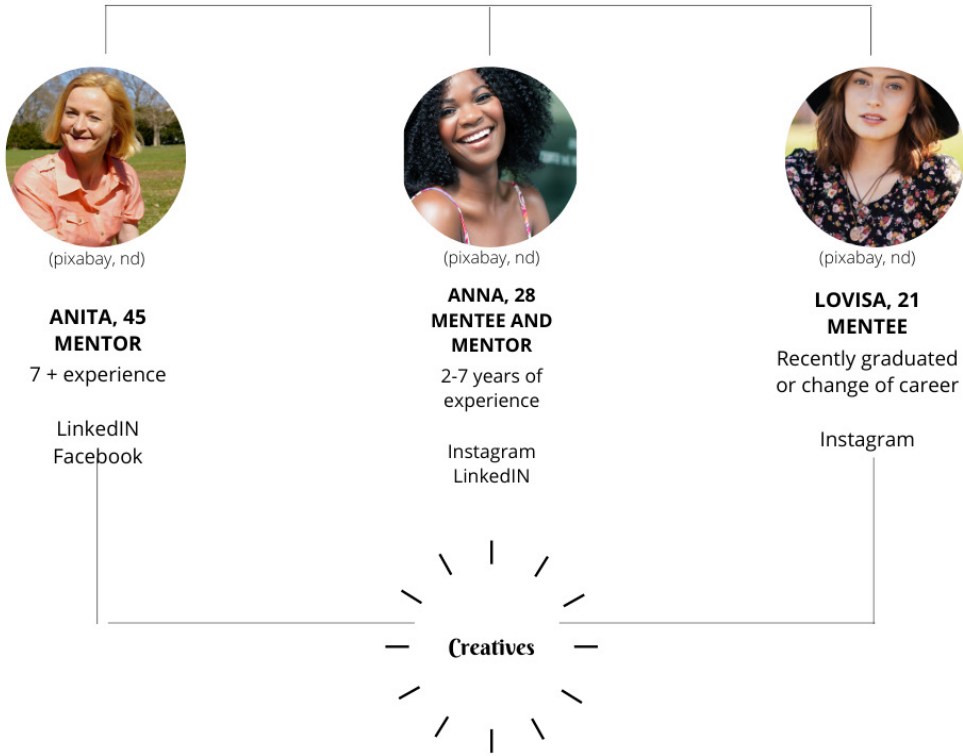
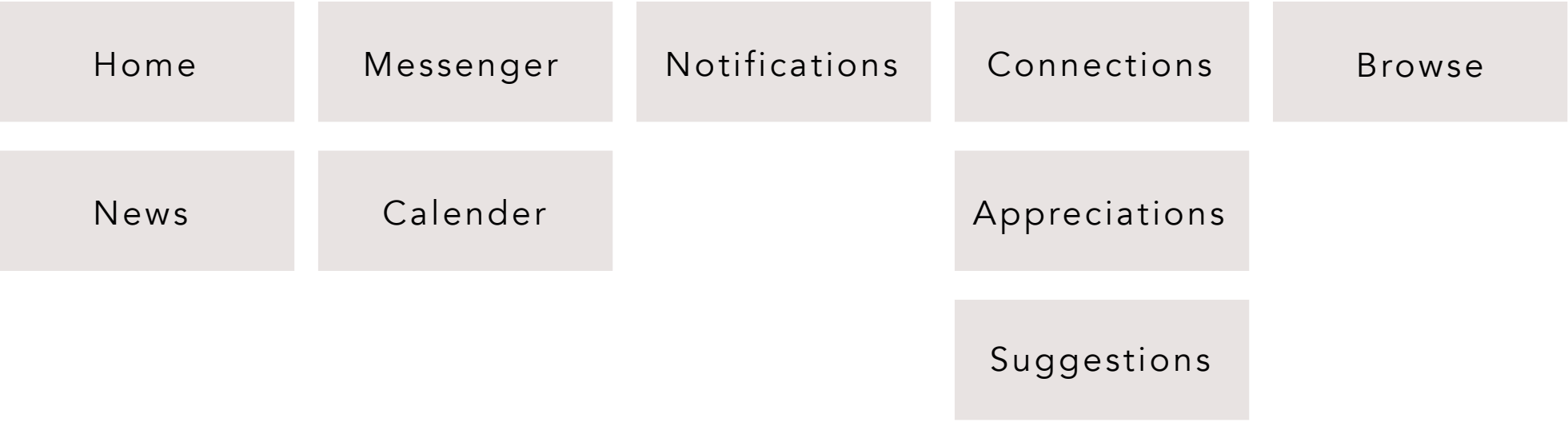


Break through the glass ceiling.

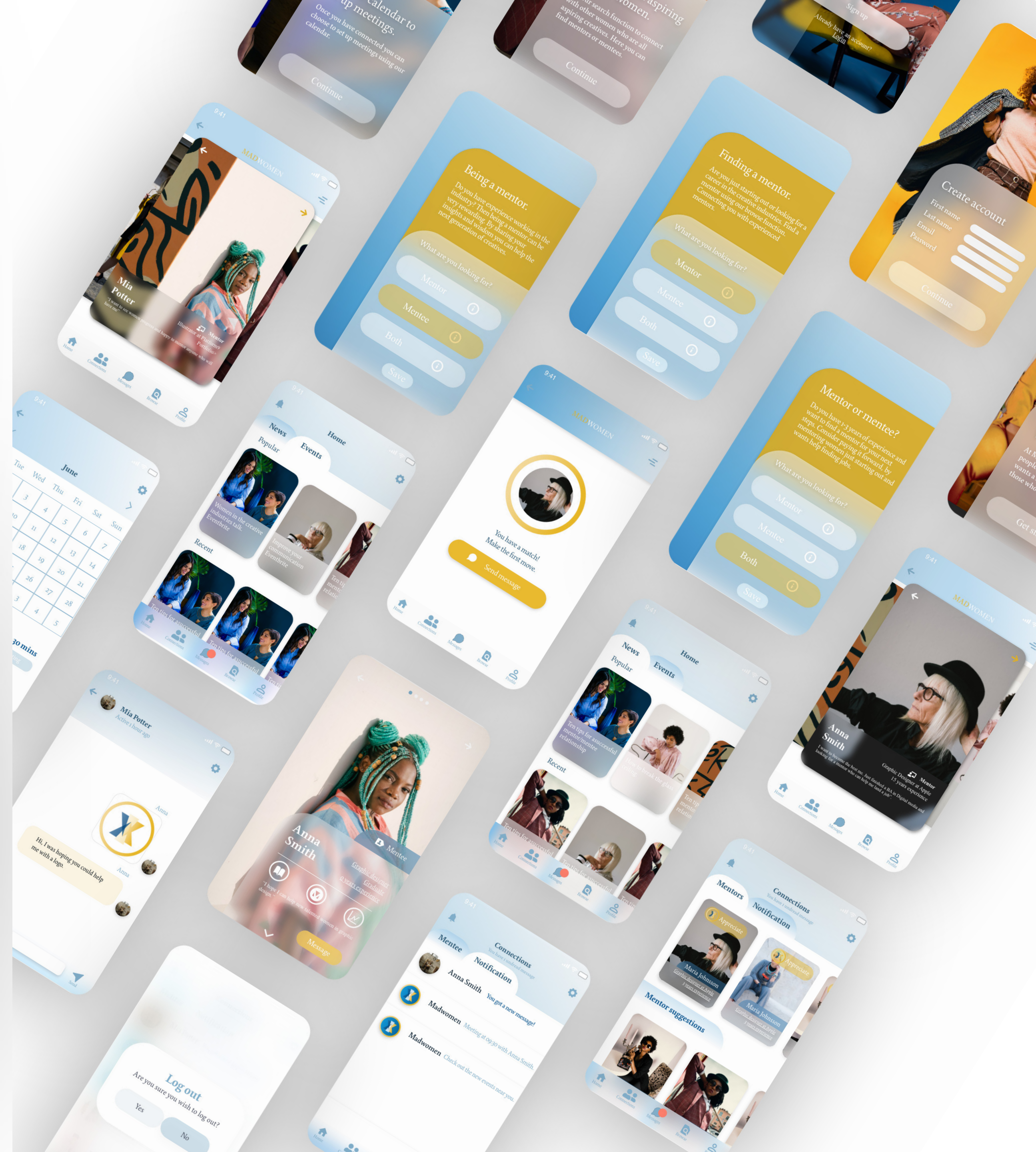
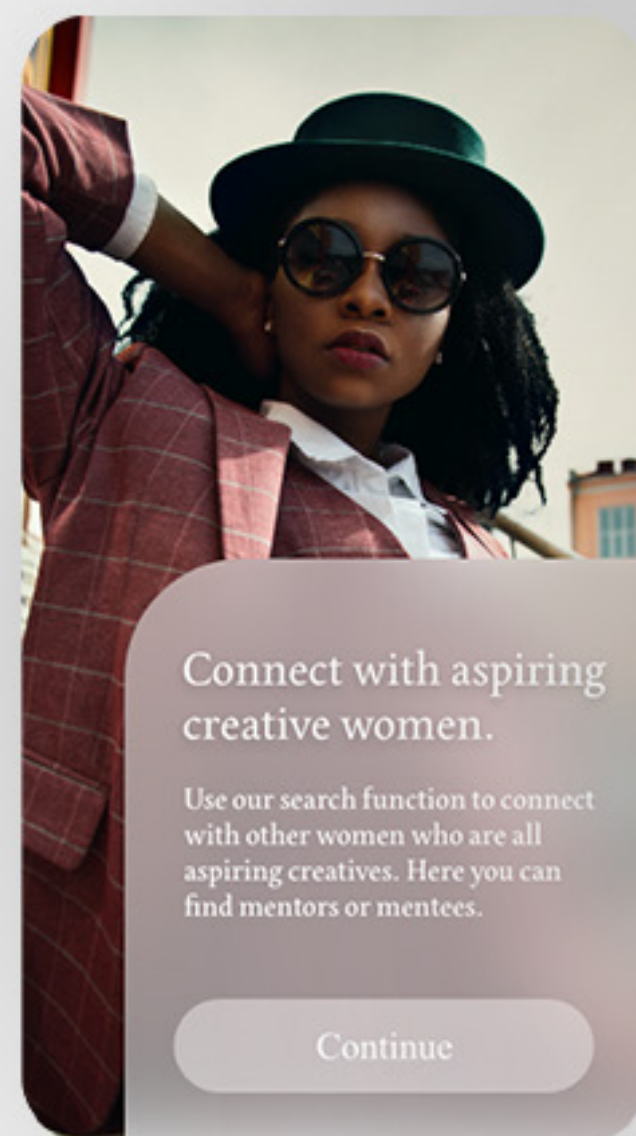
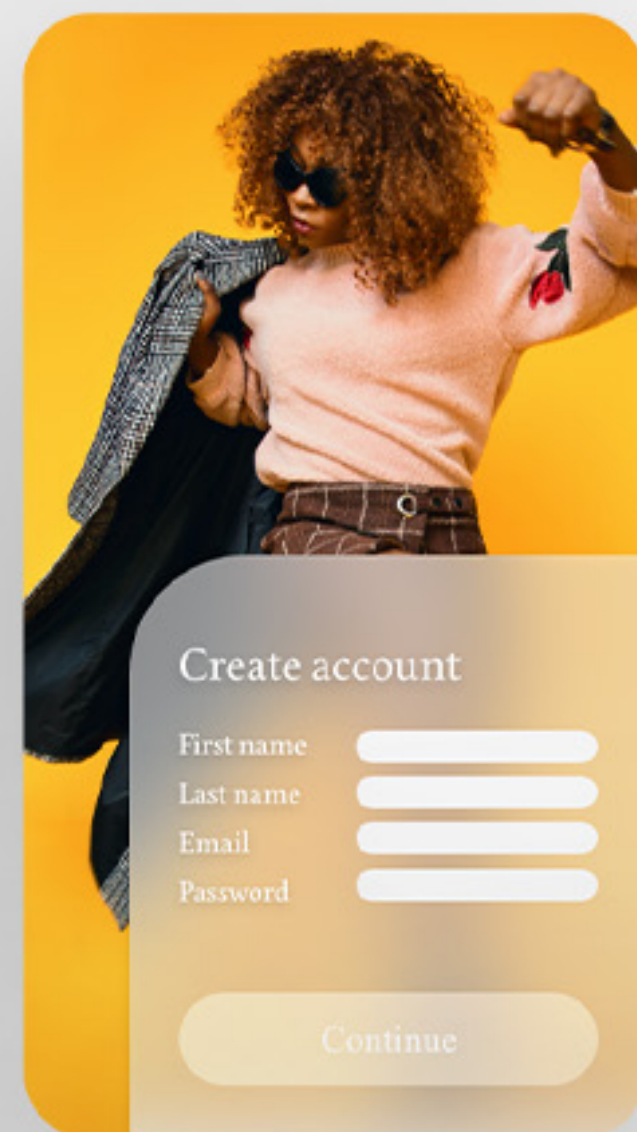
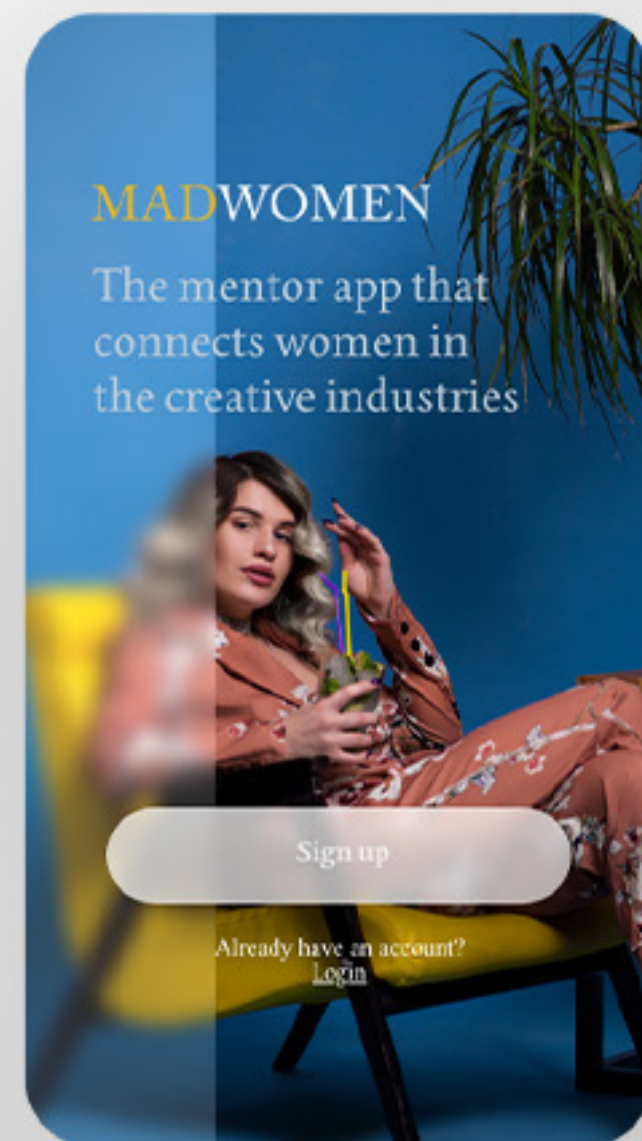




# Target audience & user flow.









# Instagram

Target audience

Content

Mentees and mentors with less experience.  
Younger women between 18-29.

Video animation

Social media	Aim	Objectives
53.6 % women use Instagram. (statista, 2020) Highest user base is between 18-29.	Increase engagement among mentees and women with a couple of years experience. Generate more leads: App install	Engagement per/followers: 60 % Impressions: How many clicks lead to download of app: 600
Strategies	Tactics	Measurement
Increase customer awareness. Generate app installs and app engagement.	Make an animation that informs of lack of females in the industry. Empowering. The Animation should have confidence and focus on women. Add links from Instagram to app download.	Use Instagram insights to track leads and impressions.

-023

## Goal of campaign

- Generate leads
- Increase sign up
- Brand awareness

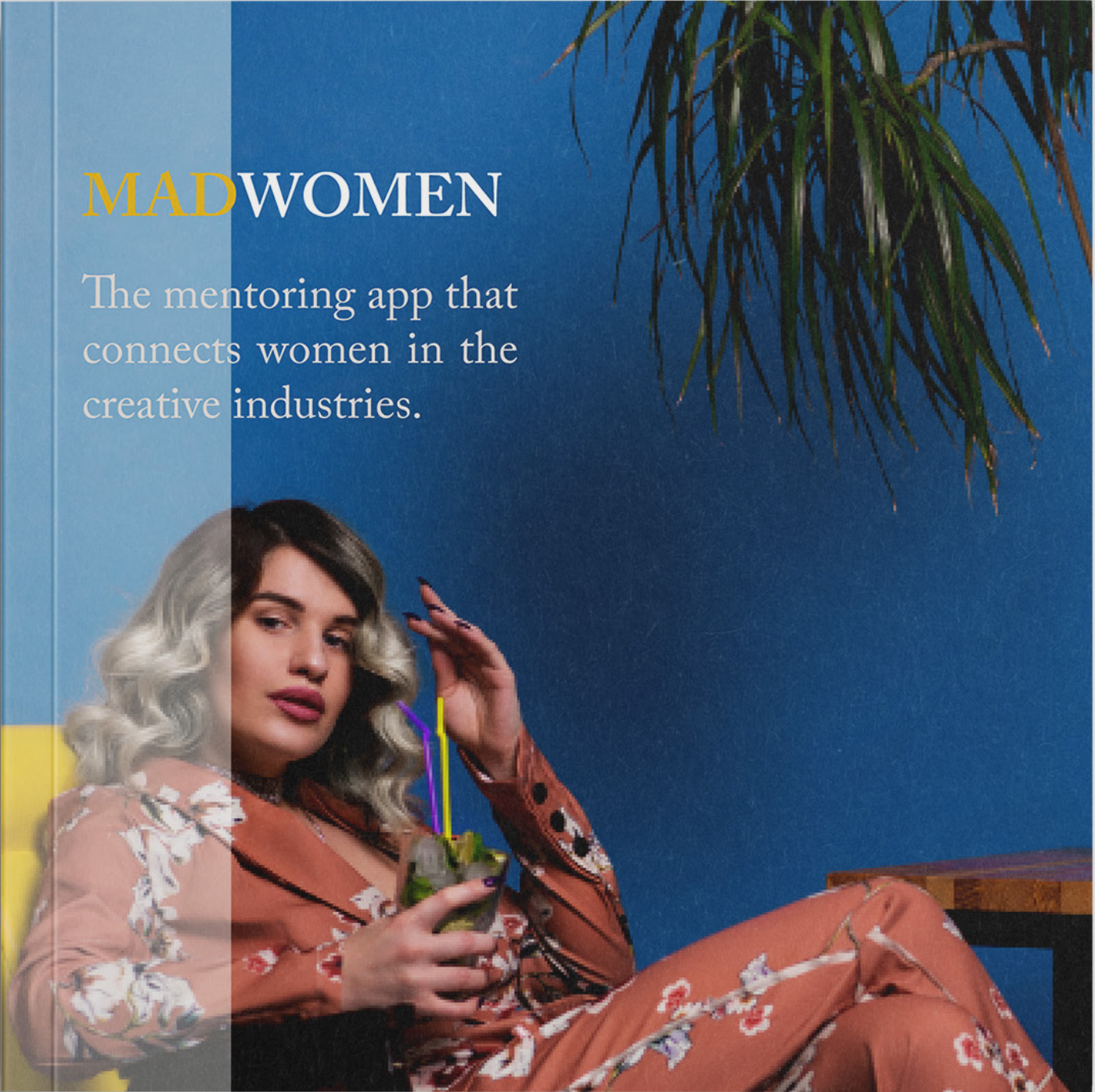
Story board showcasing how the video is. Using statistic and em-  
powering message to break through the glass ceiling.



## Animation video/ programs used

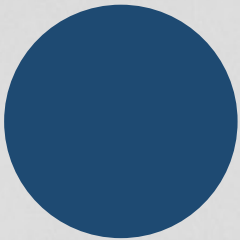




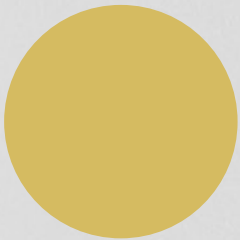


MADWOMEN

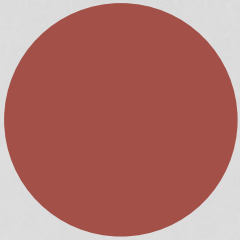
The mentoring app that connects women in the creative industries.



#92a7da



#92a7da



#92a7da



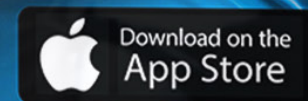


# MADWOMEN

The mentor app that connects women in the creative industries.



You rise  
by lifting her



MADWOMEN

“.....Be a lady they said. Don't talk too loud. Don't talk too much. Don't take up space. Don't sit like that. Don't stand like that. Don't be intimidating. Why are you so miserable? Don't be a bitch. Don't be so bossy. Don't be assertive. Don't overact. Don't be so emotional. Don't cry. Don't yell. Don't swear. Be passive. Be obedient. Endure the pain. Be pleasing. Don't complain.....“

- Camille Rainville's "Be a Lady, They Said."

— 6 —

## Madwomen

### OUR NAME

While, The name Madwomen is inspired by the talented women who worked in the creative industry in Madison Avenue, during an era of constant sexism and misogyny. It is also influenced by the contradicting nature of being a women in todays society, and especially the negative connotations and slurs of women as a "madwoman" or "hysterical".

Madwomen believes in the power of reclaiming negative stereotypes and use it to our advantages. As an initiative Madwomen welcomes anyone who identifies as a women or non binary. We just want to give that extra support to encourage women into leader positions, or any position, whatever you feel like.

While we certainly have come a long way, unfortunately research shows that women suffer more from impostor syndrome than men. Especially in creative industries, as it often requires a level of personal exposure.

Its not surprising considering, for along time women have been led to believe whatever we do, we do it wrong. Communicating with other women enables a unique insight into the business and also forms safe space to communicate and culture.

— 7 —



# Thank you.

Please get in touch.



07947 564975



[marielle.bjorklund@gmail.com](mailto:marielle.bjorklund@gmail.com)