

CONTACT

victor@farstun.com
(+46)0735 25 90 30
Hasselvägen 9J
Storvreta, 743 34

WEB

farstun.com
farstun.com/v-cv/

INFO

Victor Andrae
Born 1983

LANGUAGES

Swedish
English

ROLES

Senior Creative
Digital Generalist
Graphic Designer
Front-end Dev.
Creative Director
Art Director

TOOLS

Figma
XD
Sketch
VS Code
Windsurf
Illustrator
Photoshop
After Effects
Premiere
InDesign
Spline

KEY KNOWLEDGE

Digital design
Design systems
UI/UX
HTML/CSS
Prototyping
Wordpress
Illustration
Animation
Creative direction
Art direction
Game design



COVER LETTER

Hi, my name is Victor. I'm a digital generalist who has worked with various forms of digital production for nearly 20 years. I enjoy working hands-on and have sought creative expression in many different forms, which has given me a broad understanding of various digital media and how to combine them. My sharpest skill lies in digital design.

I have an adaptive and unpretentious approach to my work and understand that different projects and setups require different roles in order to achieve the best results. Currently, I run a small digital studio together with two partners. Our focus is on delivering digital products (mainly web) of the highest quality and visual fidelity. A large part of our work is centered around systematized design, which not only ensures visual consistency but also establishes a solid and scalable visual foundation. We primarily do this as subcontractors for design agencies such as SDL, Grafikverket, Supertuesday, and others. In addition, we work on packaging our knowledge and technical heritage for clients with tighter budgets. This takes the form of a WordPress theme and a tailored workflow.

My personal life revolves around my family. Primarily my wife, our two beloved children, and their daily activities. If I happen to have any time left for myself, I like to spend it exploring creative outlets, climbing, music production, games, TV series and movies, preferably sci-fi.

WORK HISTORT

2020 — Ongoing

Farstun

Co-founder, Front-end Developer & Designer

2014 — 2020

Akademi

Co-founder & Creative

2013 — 2014

Frilans

Designer & Front-end Developer

2009 — 2013

Britny

Designer

2007 — 2010

RXL Sweden

Graphic Designer

2005 — 2007

Eurovip AB

Graphic Designer

REFERENCES

Provided upon request

EDUCATION

After finishing high school with a focus on print media, completing my military service, working various jobs, and going through the typical identity-searching phase of youth, I started working as an in-house graphic designer, creating both printed materials and digital content.

Over time, my focus has shifted more toward digital, where I am largely self-taught over the course of my roughly 20 years in the industry, a field in constant evolution where there's always something new to learn.

2000 - 2003

Grafiskt Utbildningscenter (GUC)

Upper secondary school, Print media

NOTABLE PROJECTS

Farstun

Our digital studio, where I am responsible for all identity work, design, development, and communication, among other things.

Creative direction
UI/UX
Front-end development
3d Animation

AMFF + Malls

Developed websites for AMFF and five of their shopping centers as a digital partner to the design agency Grau.

Front-end development
Systemify design

Scania's design system

Consulting work on Scania's internal team to build and maintain their digital design system.

Front-end development
Storybook

Jotun design system

Developed Jotun's design system as a subcontractor for the design agency SDL.

Front-end development
Storybook

Agency websites

Built a wide range of websites for various agencies over the years, for example Supertuesday, Kurppa Hosk and more.

Front-end development
Systemify design

Web & Mobile Games

Designed and produced graphic assets for multiple games for clients like Trygg Hansa, Sibylla, EA, and Oh My.

Creative/Art Direction
Game design
Graphics production

Widgets

An honorable mention from the days before iPhones and responsive web. Microsites in Flash for viral marketing.

Design
Game design

