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Marianne Krist

Conceptual Graphic Designer

My dream is to design experiences that communicate on a deeper level. In the process I strive to understand every detail of the project and integrate multiple senses, in the design, to strengthen the product. As a communication designer I work with tools such as design thinking, to put the user first and find the best way to communicate to users and visitors. I create value through deep research and synthesizing complex information. My passion is to work within exhibition design, where I create experiences and physical environments that communicate to the heart. Users are in the centre of what I design and transforming complicated information into a visual language.

I enjoy working in interdisciplinary and international teams. History, emotions, senses and technology inspire me.

I am

Empathetic	Detail oriented	Curious
Problem solver	Contemplative	Modest

Languages

Dutch	English	Danish
Native	Professional	Beginner

Experience and Education

Design School Kolding

2015 - 2017
 Kolding, Denmark
Master of Arts

Bureau Detours

2015 - 1 semester
 Aarhus, Denmark
Internship

Fotowereld

2013 - 2015
 Utrecht, Netherlands
Work

Rnul Interactive

2011 - 1 semester
 Rotterdam, Netherlands
Internship

University of the Arts

Utrecht
 2009 - 2013
 Utrecht, Netherlands
Bachelor of Arts

CIBAP

2005 - 2009
 Zwolle, Netherlands

Building bridges by design

- Using design methods to gain deeper user understanding
- Create concepts and learn to work as design thinkers
- Collaborating with businesses to solve real problems
- Interdisciplinary and international teamwork

Find ways to create better communication

- Improve the communication between Aarhus municipality and the inhabitants of Gellerup
- Book design providing Gellerups history and project information
- Develop and construct a multifunctional billboard

Photoshop and photography

- Develop, print and sell photo's on different materials
- Retouching photos in Photoshop
- Photo shoots and graphic design

Interactive storytelling in museums

- Interactive installations for different museums
- Creating an interactive table with the Kinect
- Creating visuals for exhibitions

Creating experiences that surrounds the user

- Interactive storytelling
- Installation design
- Work with light installations
- Interdisciplinary teamwork
- Hands-on

Hands on with multimedia and advertisement

- Advertisement, Presentation and Communication
- Multimedia Design
- Graphic design
- Photography
- Adobe PS, ID, AI, 3DMax