



LENA MARGUC

Interaction and graphic Designer
Copenhagen

CONTACT

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LANGUAGES

Danish - Native
German - Native
English - Fluent
Japanese - Beginner

TECHNICAL SKILLS

Adobe Illustrator - Expert
Adobe Photoshop - Expert
Adobe InDesign - Expert
Adobe Flash - Advanced
3Ds Max - Advanced
Z-Brush - Beginner
Balsamiq - Advanced

DESIGN DISCIPLINES

Digital and Interaction Design
UI/UX
Graphic design for games
Illustrations

OTHER INTERESTS

Studying Japanese
Designing games for my kids
Collecting Vinyl Toys



EXPERIENCE

2012 - Now

ANTHILL AGENCY

Art Director

Interaction Design, Storyboarding, User Interface, User Experience, Concept Development, Travelling and Client Meetings

2011 - 2012

AGNITIO

Graphic Designer

Graphic Design, User Interface, User Experience, Layout

2010 - 2011

TACTILE ENTERTAINMENT

2D/3D Artist

Graphic design for the iPhone games "Pocket Creatures" and "PvNvZvP"

2008 - 2009

GUPPYWORKS

Intern as 3D Artist on the online-game "Guppylife"



EDUCATION

2004 - 2009

DANISH DESIGN SCHOOL

Master in Interaction Design

2006 - 2007

DADIU

2D/3D Artist and Lead Artist

2003

SCHOLA EUROPAEA LUXEMBOURG

Baccalaureate (Danish section)