

CURRICULUM VITAE, David Lindecrantz 1977–

Contact information

David Lindecrantz
Eldaregatan 12A
413 15 Gothenburg

+46 704 78 78 51
david.lindecrantz@gmail.com
<http://lindecrantz.com>

Profile

I'm a designer, architect and programmer who gets kicks from making sense of complex systems and building intriguing concepts and products in the crossroads of human experience and new technology.

My main skill is my ability to tackle new problems and environments with the presumption that I'll do great work and learn something interesting along the way.

Experience

1998– Freelance consultant

Since 1998 I've been consulting in design, concept development, programming, media production, visualization & tutoring having mainly ad agencies and architectural firms as customers.

2011-2012 Kvarnström Arkitektkontor, Göteborg
Architect.

2008 Wingårdhs Arkitektkontor, Göteborg
Architect, internship.

2004-2005 e.On, Malmö
Consultant in information- & UX-design, tools development, database programming (SAP & Windows).

2003-2004 IDG Media, Stockholm
Writer and photographer at Player1, a magazine covering games and related geek culture.

2000-2003 ACNE, Stockholm
Graphic/game designer, developer and copywriter at ACNE:s "*Netbaby World*".

1999-2000 Lightyears Integral Communications, Stockholm
Graphic/information designer and web developer, mostly on Ericsson communication services.

1998-1999 Exigo Network Solutions, Stockholm
Web designer on e-commerce and campaign sites, for Nokia, Microsoft, etc.

1997-1998 Magazine, Stockholm
Web designer and developer on web publications for CAP&Design, Ericsson, Microsoft, etc.

1996-1997 Bockstensskolan, Varberg
Teaching assistant in swedish, maths and computer science.

Education

2005-2012 Chalmers Tekniska Högskola, Architecture Department, Gothenburg
Masters degree in architectural design, 300p.

2009-2010 Czech Technical University, Architectural Faculty, Prague
Masters programme in architecture, 60p.

1996-1997 Ljud & Bildskolan, Varberg
Intranet developer, 30p.

1994-1996 Peder Skrivares Gymnasium, Varberg
Science programme.

Skills

Refer to my portfolio website at <http://lindcrantz.com> to see my skills applied in a variety of projects.

Architecture

- Analysis and design on S to XXL projects in academic and professional settings
- Pretty darned good at presentation and visualization
- Fluent with most drawing and documentation workflows

Software development

- Grew up with computers that you had to program to have fun with
- Applied and theoretical knowledge of C, Objective-C, C#, C++, Java, JavaScript, Visual Basic, Lingo, Python, Ruby, LISP, PHP and assembler for 6510, 65816, Z80 and ARM architectures (and more)
- Experience as lead programmer on projects interfacing with the web, iOS/Cocoa, Unity3D, OpenGL, SQL, Oracle, SAP, Flash/Shockwave (and more)

Graphic design & media production

- Life-long love with the craft and history of graphic design
- Complete mastery of Photoshop, Illustrator, After Effects and InDesign
- Fluent with Cinema 4D, Premiere Pro, Final Cut and Ableton Live
- In love with cameras for stills and motion

Languages

- Swedish (mother tongue)
- English (fluent)
- German (basic)

Teaching & tutoring

- I love sharing knowledge and have applied that in several professional settings:
 - I've held classes in SketchUp and Rhino at Chalmers University, HDK School of Design & Crafts and several major architecture firms
 - I've done tutoring in various architecture studios at Chalmers since 2009
 - I've written two SketchUp tutoring books for WITU AB (a publisher specialized in CAD literature)