REBECCA CALDEHED

BRAND & DESIGN MANAGER / ART DIRECTOR

| | Stockholm | rebeccacaldehed.se | LinkedIn | rebecca@caldehed.se | | |
|--|--|--|----------------------|----------------------------|--|--|
| Experience | | | | | | |
| Brand & Design Manager Oneflow Aug 2022 – present | Developed and designed high-impact visuals, multimedia brand assets and motion graphics for campaigns across all channels: including paid ads, organic content, websites, in-app visuals and event material. | | | | | |
| | Maintained and elevated Oneflow's brand identity through strategic decisions on initiatives, design principles and cross-functional alignment. | | | | | |
| | Successfully led | Successfully led design production for 30+ multi-platform campaigns and brand launches. | | | | |
| | Encouraged proactivity and optimized the team's creation process by implementing 20+ visual templates, guidelines and AI efforts, while maintaining high creative standards. | | | | | |
| | | e Growth team to develop a refin ase in 2024, compared to 13% in | - | c strategy, resulting in a | | |
| Art Director Intern Pirr July 2021 – Oct 2021 | Proposed and de | eveloped product improvements | for Pirr, which were | later implemented. | | |
| | Created a visual prototype in Figma and Adobe XD, which served as a design foundation for the current product. | | | | | |
| | Researched audi | ble AI with the purpose of develo | oping Pirr. | | | |
| Art Director Intern HiQ Mar 2021 – June 2021 | Collaborated with storyboards. | Collaborated with the creative team to develop campaigns for clients, producing scripts and storyboards. | | | | |
| | Provided visual s | Provided visual suggestions and assets for social media, aligned with clients' brand guidelines. | | | | |
| | Designed a com | Designed a comprehensive guide for new employees, following HIQ's visual identity. | | | | |

| Education | Tools | | |
|---|---------------|-----------|------------|
| Art Director and Copywriter | Photoshop | Figma | Unity |
| YRGO | Illustrator | InDesign | Blender |
| Jan 2020 – Dec 2021 | Premiere | Dimension | Capcut |
| Sound Design for Motion Picture BTH June 2021 – Aug 2021 | After Effects | Lightroom | Midjourney |

Skills

Brand development

Experienced in shaping cohesive brand identities, evolving and scaling visuals across campaigns and channels.

Campaign production

Skilled at turning marketing goals into compelling creative assets that boost engagement.

Creative strategy

Partnering closely with Growth and UX to analyze performance data to optimise creatives and outcomes.