

Camille Amalie Wenner

Interactive & visual designer. Specializing in concepts, exhibitions, and art direction. Based in Copenhagen.

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I am extremely passionate about all things design and am very committed, especially when it comes to new challenges and professional experiments. On your team, I would contribute to a creatively ambitious environment and always be curious, with the goal of creating clarity in branding and aesthetics. I always put my heart and soul into everything I do.

Experience.

Art Director Intern

YOKE

(february–
july 2025)

- Internship at experience design studio in Copenhagen.
- Involved in 12 different projects, spanning from corporate to cultural.
- Clients included: LEGO, LEO Pharma, National Museum, Tirpitz Museum.
- Design lead on 4 projects, from concepts to final print and mounting.

Bevica Scholar

Bevica Foundation

(january 2025–)

- Winner of research grant of 30,000DKK and 9 month scholar program.
- Self-directed research trip to London and Japan on inclusive museums.
- Presented my research proposal for an audience of 200 people.

Co-Founder

Studio Nr. 18

(october 2025–)

- Atelier collective of 5 professional artists and designers.
- Shared studio space in the center of Copenhagen.
- We organise community events, offer peer support, and critique sessions.

Graphic Designer

Mint Copenhagen

(2023–2024)

- Freelance designer for media production agency.
- Worked on pitch decks, concepts, visual development.
- Clients such as DR (Danmarks Radio).

Production Assistant

Chart Art Fair

(august 2024)

- Volunteer assisting with pre-production, production, and post fair.
- Helped maintain overview and manage galleries and VIP guests also.
- Gained insight into large, international events and organisation.

Competencies.

Concept Development & Visual Storytelling

Translates creative briefs into clear visual concepts, using narrative, mood, and composition to support goals.

Creative Collaboration & Feedback Integration

Works with designers, writers, and strategists; incorporates critique and revises work with creative intent.

Production Fundamentals

Understands print and digital production basics, including file prep, specs, accessibility, and constraints.

Programs.

Adobe InDesign

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

Adobe Premiere Pro

Figma

Slack

Miro

Webflow

Blender

Courses.

Art, Craft, Technology

University of Copenhagen

(october–

december 2025)

Education.

Discover Universal Design

DTU x The Royal Danish Academy

(september–

november 2024)

BA Visual Design and Interaction

The Royal Danish Academy

(2022–2025)

11,7 Danish GPA

STEAM

Massachusetts Institute of Technology

(april 2016)

International Baccalaureate

International School of Hellerup

(2019–2021)

11,9 Danish GPA