

# 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 desks, 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.

## Courses.

- Art, Craft, Technology**  
University of Copenhagen

(october–december 2025)
- Discover Universal Design**  
DTU x The Royal Danish Academy

(september–november 2024)
- STEAM**  
Massachusetts Institute of Technology

(april 2016)

## Education.

- BA Visual Design and Interaction**  
The Royal Danish Academy

(2022–2025)  
11,7 Danish GPA
- International Baccalaureate**  
International School of Hellerup

(2019–2021)  
11,9 Danish GPA



## 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