

MARKUS ZELJAK		markuszeljak.com zeljakmarkus@gmail.com linkedin.com/in/markus-zeljak +46 72 449 56 03	Designer creating visual identities and systems that move and scale. I also explore and build custom tools that make identities easier to use and give teams more room to create. Based in Gothenburg, Sweden (with housing in Stockholm). Fluent in Swedish and English.
EXPERIENCE	Ojity Designer Sep 2026 – Present Ebb Scandinavia Digital Design Intern Nov 2025 – May 2026 Daya Ventures Freelance & thesis Sep 2025 – Nov 2025 Maestro Esports Graphic Designer Dec 2015 – Dec 2019 Other experience	• Designing still and motion visuals and systems for various identities and activation projects. • Storyboarded and animated a brand platform explainer, refining the script and direction with a strategist and director. • Developed an identity and motion concept with the design director for a digital platform, plus a Cavalry prototype to speed up illustration production. • Designed UFAB’s pictograms and finalized its custom numerals. Built a motion system for the logo and numerals. Co-created the storyboard, design, and animation for the brand launch film. • Built a motion system for a brand’s logo, custom typeface, and pattern, able to generate infinite variations in different styles. • Created a proof-of-concept tool in Cavalry and Figma for producing on-brand assets and content. • Created an investor presentation video for an equity crowdfunding campaign that raised €652K, reaching 259% of its target. • Explored the business value of data-driven brand systems in my thesis, prototyping an asset tool and data-driven motion template. • Created the visual identity, jerseys, and social content for a remote, international esports team. • Owned graphics production and delivering on tight deadlines. • Six years in steel production and fast food.	
EDUCATION	Yrgo Digital Designer 2024-2026	• Led brand strategy and visual identity work for two startups. • Awarded the Adlerbertska Premiéstiftelsen scholarship for outstanding thesis and academic results.	
SKILLS	Design, Systems & Motion Custom Tools & Web	Figma, Cavalry, Adobe CC, Rive, Lottie Cavalry Web Player, Framer, Webflow, Codex, HTML/CSS	