

ANNA TORVALDSDOTTER

CREATIVE ENGINEER / LIGHTING DESIGNER

SUMMARY

Creative design engineer and lighting designer, experienced in art production, design, crafts, prototype making and technical problem solving, from both professional and personal life.

After multiple years abroad I'm now back home in Sweden, and here to stay.

"One of Anna's strengths is that she's passionately driven and values the last, important, five percent of a project. Where many people fall out, she never leaves the last details untouched."

Bill Washabaugh, CEO Hypersonic



CONTACT

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EDUCATION

Master's Degree
Architectural Lighting Design
KTH, Stockholm
2018 - 2019

Bachelor's Degree
Mechanical Engineering
Product development
Mid Sweden University, Östersund
2009 - 2012

Art, Craft & Design
Grimslöv Folkhögskola
2017 - 2018

KNOWLEDGE

Digital Tools

Illustrator	Photoshop
InDesign	Premiere Pro
Microsoft Office	Processing
Relux	SolidWorks
Rhinoceros	

Practical Skills

metal | welding, soldering, polishing, lathe, mill
wood | basic furnitures, support structures
fabric | sowing, screen printing
misc | painting, illustrations,
paint, color and material knowledge,
mechanical and electrical construction

EXPERIENCE

Creative Engineer / Arts Engineer
Hypersonic, Brooklyn, NY, USA
2016 - 2018, 2019 - current

Hypersonic (www.hypersonic.cc) designs, develops and constructs large scale kinetic and/or light based sculptures and art installations. The development of the pieces happens in house or in collaboration with other design studios and artists. Our clients are museums, commercial properties, universities, trade show exhibitors, etc. The Hypersonic team is small and the work requires us to be well versed in a wide range of both practical and theoretical craft. Every project is unique and we more or less reinvent the wheel every time. This lead to constant creative and exciting problem solving where we in our full scale prototype workshop design, surface treat and make full scale, or parts of, sculptures.

In my role as a creative engineer I design, develop and build prototypes, sculptures and their mechanical systems, create custom tools for sculpture making, and do on-site installations. I've been responsible for projects from the design phase to physical completion.

The work also consists of:

- ❖ Idea generation & design pitches
- ❖ Production of graphic material + renderings
- ❖ Development of detail drawings & construction plans
- ❖ Aesthetic and practical surface and material treatment
- ❖ On-site, large scale, installations in museums, galleries, commercial buildings, and trade show exhibition halls

Cook & Team leader
Kalf & Hansen, Stockholm
2014 - 2015

Retail Specialist
Boardroom, Vancouver, BC, Canada
2013 - 2014