

# NICOLE EMILIA FORNANDER

**Portfolio:** nicole-fornander.nickus.se  
nicole.emilia.fornander@gmail.com  
+46(0)709471808

**As a senior creative, I offer a versatile skillset—like a 'Swiss Army knife' of design—with a primary focus on Digital Product Design and UX/UI.** I bring over 10 years of experience crafting intuitive user experiences, visual identities, and creative concepts for digital products and brands. My passion for typography and branding complements my agile, human-centered design approach, with a strong emphasis on data-driven usability. I've successfully delivered impactful designs for both corporate clients and startups alike.

## UX/UI designer & Art director Consultant Malmö, August 2024 - Present

I am currently working as a design consultant with a selection of different clients and assignments within product design and Ui/UX design as well as branding and visual design.

I thrive in problem-solving environments, I love the entire design journey, from user research and product/design workshops to UX, wire framing, prototyping, testing, and achieving pixel-perfect UI and visual design.

I advocate aligning design decisions and strategy with business goals, product development, and road maps, ensuring scalable design and products that considers both budget & scope. I am adept at working in agile product teams, employing Scrum or Kanban methodologies, with a design thinking approach, particularly embracing human centred design. I'm happy to take charge of my own workload or working as part of a team. I am keen to nurture technical skills as well as softskills and engage with clients, & guide junior designers as a design lead when needed.

Balancing multiple projects, I prioritize tasks to meet deadlines efficiently. My role has also involved creative guidance for design and product teams. I am confident overseeing the creative delivery for specific brands or products, collaborating with internal & external teams and stakeholders, while championing creative excellence.

## Brand & Product Designer LEVELS - venture studio Stockholm, May 2017 - August 2024

At Levels venture studio in Stockholm, I collaborate with a range of brands and startups, focusing primarily on product design, UX/UI & brand development. Clients include: **Nividas, Vogue, Payer, Returpack, Beauty Disrupted, Fidesmo, DJUNGO.**

## UX/UI designer and product design consultant (Levels assignment) Fortum - SmartLiving Solna, 2018 - 2020

Working closely with the Fortum in house design team, my role was to design the UI and data visualization for the SmartLiving app. Also designing and maintaining the Smart Living design system based on the Fortum guidelines.

## Product Designer Consultant Leap Recruitment Dubai, 2017

Developed the brand identity and designed the platform for their digital recruitment service. Working closely with a remote team of developers.

## Digital Designer Consultant Balcony8 Agency (project basis) Dubai, 2016

Branding Strategy and campaign concepts, Digital design and UI/UX design for various local Dubai brands in the retail & food industry.

## Full time contracted Product Designer & AD The Entertainer

**Dubai, November 2015 - October 2016**

Working in-house at the HQ Dubai office, on the UX and UI of the main product (2 for 1 offers app) as well as creating campaigns and design concepts for the promotion of the product and service.

## Brand Owner & Design Lead lifestyle brands Consultant Tag, On-site Procter & Gamble Geneva, April 2012 - August 2015

My role included visual design for print and web design, as well as a strong focus on packaging. Brands ranging from **Lacoste, Rochas, Kellogg's, Hugo Boss, Dolce & Gabbana, Laura Biagiotti, MEXX and Puma, James Bond 007.**

## Graphic Designer & AD The Union Edinburgh, February 2011 - April 2012

The Union is one of Scotland's leading advertising agencies. I designed for: **The Dalmore, Jura Whisky, Velux to STV, Sterling furniture, Mathew Algie.**

## Digital & Brand Designer Impact Retail (digital & retail design agency) London, January 2009 – July 2010

# SKILLS & QUALIFICATIONS

## EDUCATION

### Diploma Brand Strategy

Berghs School of Communication,  
Stockholm 2021 (part-time)

A course for professionals within the creative industry that want to further their knowledge of brand strategy with a focus on the digital market and products. Taught by Michael Aneto (Chief Design Officer at SAI in Amsterdam).

Learning how to develop, focus and execute brand strategies that integrate business, creative and technological perspectives. This course teaches you brand modeling techniques, tools, and practical applications.

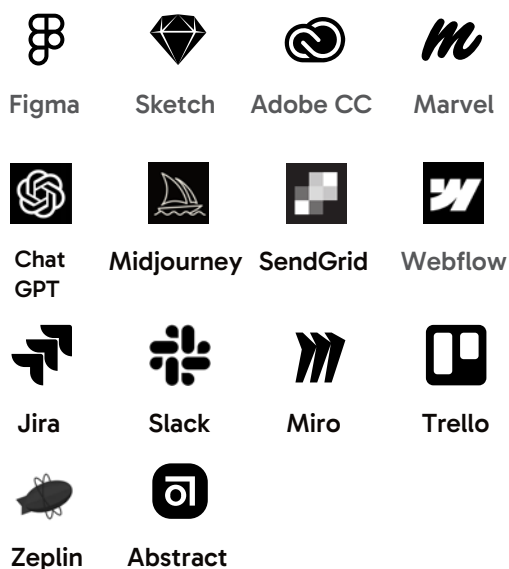
### Degree of Bachelor of Art Graphic Design & Communication (Major in brand strategy)

Falmouth College of Art  
(Plymouth University)  
Falmouth, UK 2003 - 2006

## PROCESSES

Scrum · Kanban · Design thinking  
Design sprints · Double diamond

## TOOLS



## LANGUAGES



(I lived in the UK from the age of 12 to 28)

## KNOWLEDGE

Product design · UI/UX design ·  
Brand design · Wire-framing · Prototyping  
Style-guide creation & management  
Design systems · Project Management  
User research & testing (quantitative  
& qualitative) · User personas · Brand  
systems · Brand and design auditing  
Pitching · Content creation · Workshops  
Concept sketches · Typography  
Print design · Inclusive design · Packaging  
design · Illustrations · Mentoring and  
design leadership · Art direction ·  
AI content creation

## HONORS & AWARDS

### Svenska designpriset

Nividas Eyewear - grafisk identitet  
(Nominated)

Issued by designpriset.se  
Nominated for best brand identity, for the  
brand reposition, logo and identity created  
for the Swedish eye wear brand, Nividas.

## The ShortList App Awards

The Entertainer - App of the Year  
(Winner)

I worked together with the product team on the UI design for the newest upgrade of the App, developing the new visual language, iconography and the style guide including new features such as the gamification, leader board and virtual currency 'smiles'.

“The Entertainer is an app that has been a star performer in so many sectors. It's buy one get one free model has been a game changer in the market that has been followed by so many others.”

- Eddie Taylor, ShortList UAE's Editor

## IN MY SPARE TIME

I'm into illustration and make my own jewelry as an aspiring silversmith, exploring cities and traveling. I love concerts, spending time with family and friends, and running a startup, ellska.se, with my developer partner. I enjoy running and skiing almost as much as I love baking.



# LOOPELI - A DIGITAL SERVICE BRINGING GENERATIONS CLOSER.

## About the project

Our initiative was born out of the recognition that many elderly individuals today confront heightened isolation and the resulting sense of alienation. As digitalization and technology continue to advance, an increasing number of elderly people face challenges in using modern communication tools. With the overarching objective of fostering connection across generations, spreading joy, and enhancing security, we embarked on a mission to address these issues.

Collaborating closely with the concept owner, our team played a pivotal role in developing the brand identity and user experience. This encompassed the design process, where we leveraged research, digital expertise, and technical know-how to identify and create a digital solution that effectively addressed the challenges at hand. This comprehensive approach aimed to bridge the generation gap, providing a solution that not only aligned with the needs of elderly individuals but also catered to the broader goal of fostering intergenerational connection and well-being.

## My role

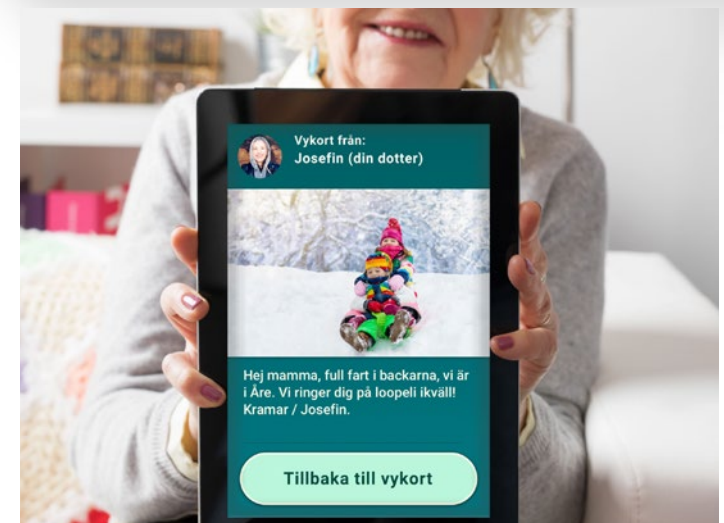
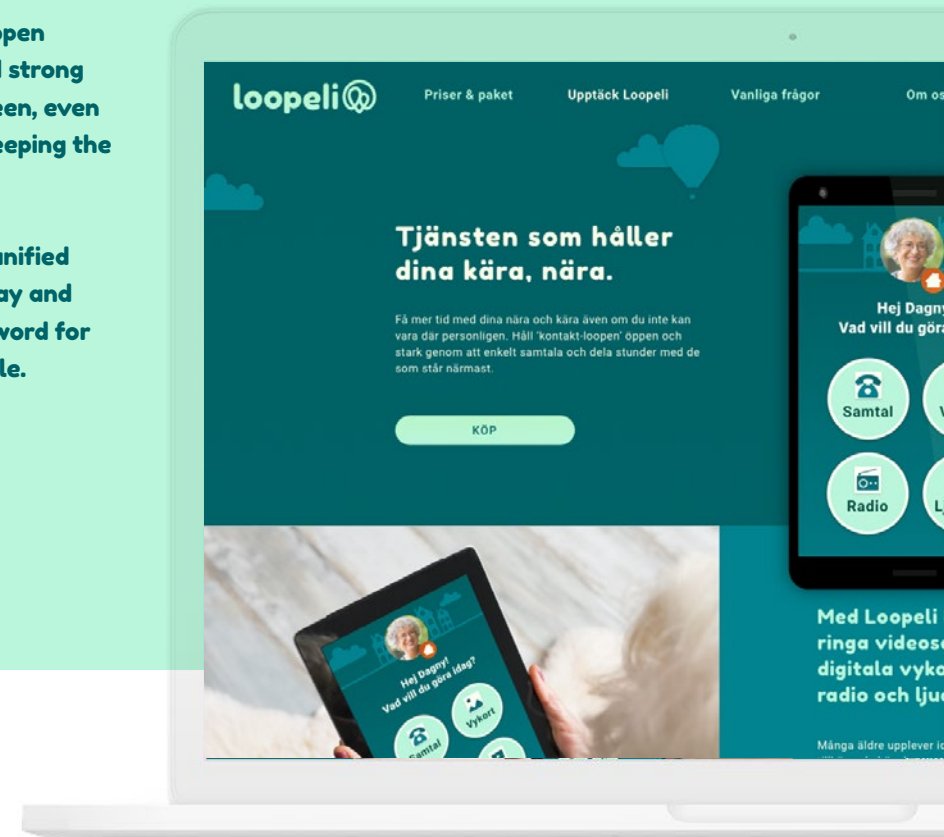
Product Design Lead/ UX research / workshops  
Brand Design / UX/UI for promotional website and iOS and Android apps for mobile and tablet /  
Managing and guiding the junior designers on the project.

With the Loopeli platform the conversation is always open and the family loop is always circling, keeping the bond strong within the family. This allows for all to be heard and seen, even when there might not be a physical presence. Simply keeping the family a top priority.

It let's families 'share the care' creating a very strong unified support network for loved ones. The name is easy to say and combining the loop and taking aspects of the German word for family. 'Loopeli' is genuine, playful and 'techy' yet simple.



# loopeli@



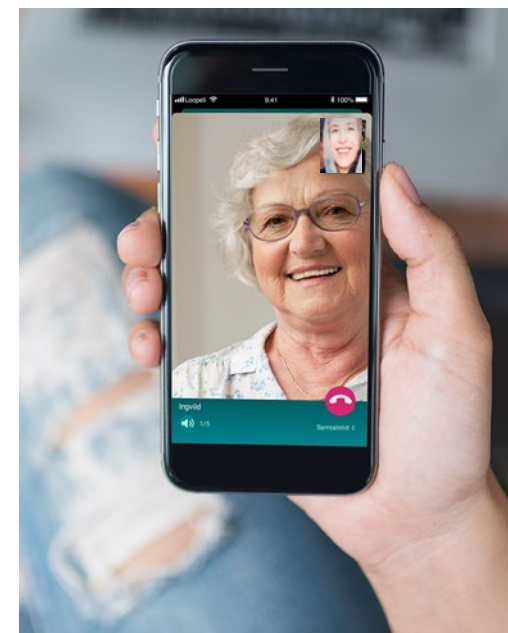
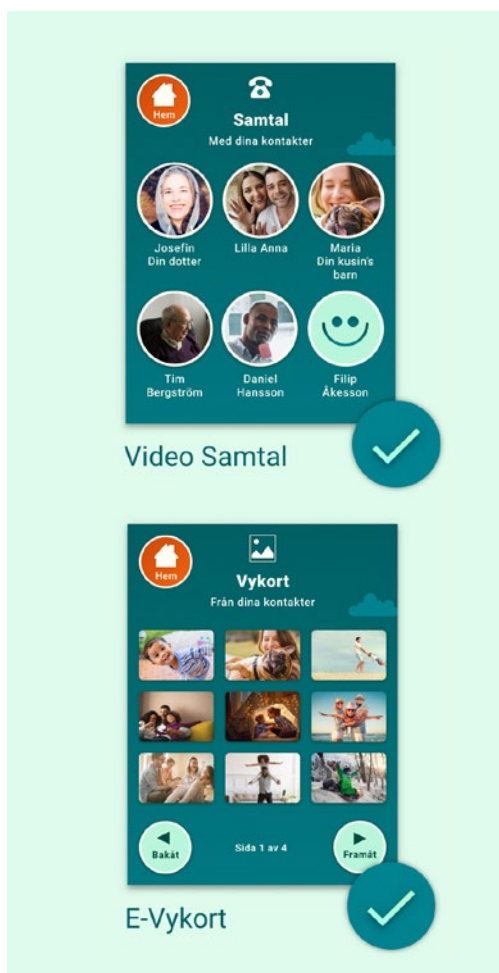
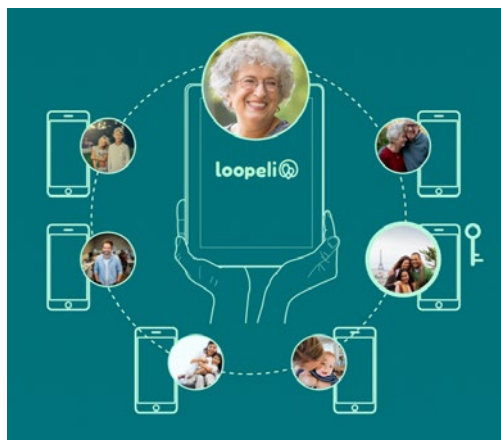


## Design & process

The project commenced with a series of workshops and discovery research aimed at gathering comprehensive information about the market, potential audience, and product needs. Collaborating closely with the development team, we mapped out the features and technical specifications, leading to the creation of wireframes that outlined the service's user experience. Simultaneously, we worked on naming, visual identity, and the brand story, placing a strong emphasis on the UX and art direction of the product's visual language.

By developing these design aspects concurrently, we facilitated a fast-paced delivery and an agile way of working, benefiting both the team and the client. Subsequently, using the approved UX and visual identity, we progressed to develop the UI for various platforms, employing best practices for Android, iOS, and web interfaces.

The user research findings from the discovery phase played a crucial role in navigating the challenges posed by diverse audiences, including both less tech-savvy individuals, potentially with visual or functional impairments, and highly tech-competent users. Understanding the needs of these distinct but equally important user groups allowed us to create an inclusive design that harmonized visually and functionally, ensuring the best possible experience for all users of the apps and service. This comprehensive and inclusive approach aimed to address the varying needs of the audience and deliver an optimal user experience across different platforms.





## Technical Specification

This project presented a substantial challenge for the design and tech team, given the diverse range of platforms and features required for seamless service operation. Notably, the tablet version of the Android app had to be individually device-locked and preloaded onto the hardware, limiting the flexibility of updates.

The success of the service hinged on a pairing solution between the tablet and multiple phone devices for a singular tablet user. The UI design was strictly controlled, featuring only click functions with no scrolling on the tablet, and adhering to a custom inclusive design. The implementation covered key features such as video calls, text and image messaging, as well as radio and audiobook functionalities. The app also facilitated remote control of the tablet app by the phone app user, enabling actions like volume control and audio book content management. Additionally, the app boasted a comprehensive admin system with different user roles, including a super admin responsible for managing the contacts of the tablet user. This intricate and multifaceted development effort aimed to ensure a robust and user-friendly experience across various devices and functionalities.



# STACC - ACCELERATING TALENT & ORGANIZATIONS IN THE STOCKHOLM TECH INDUSTRY

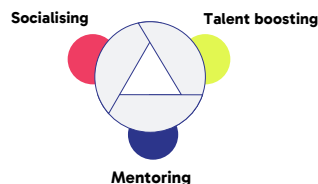
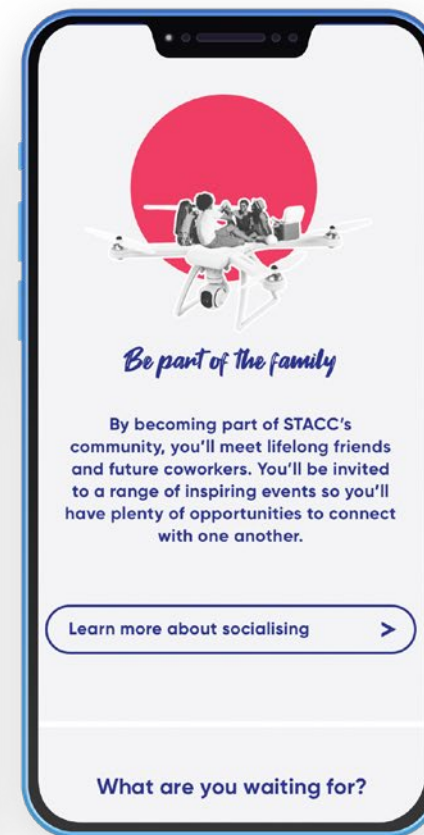
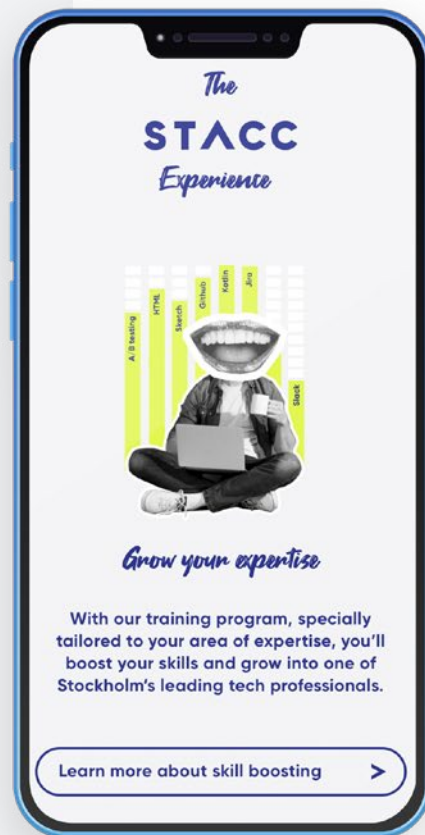
## About the project

We were tasked with creating a digital solution and brand to promote the new 'STACC' talent matching service, facilitating the connection between emerging tech talents and potential companies or organizations seeking to recruit these rising stars for their in-house teams. STACC serves as the intermediary, establishing an even and fair playing field for both talent and companies. The process involves a six-month education, mentorship program, and a test period where talents work on a consultant basis for the company. After this period, both parties decide if they are a good match, potentially leading to a full-time employment contract.

The primary objective was to attract, educate, and convince talented individuals to sign up with STACC. The focus was on providing a seamless journey for the talent, particularly when connecting with the existing sign-up process through Team Taylor. This approach ensured a user-friendly experience, emphasizing the benefits of STACC's comprehensive talent matching service.

## My role

Product Design Lead / UX/UI website designer /  
illustrator / project manager / workshop facilitator /  
brand design

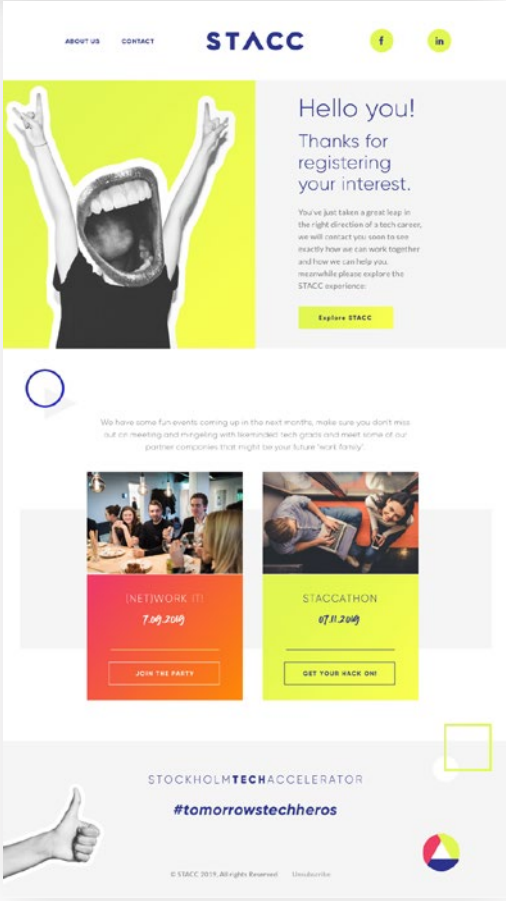
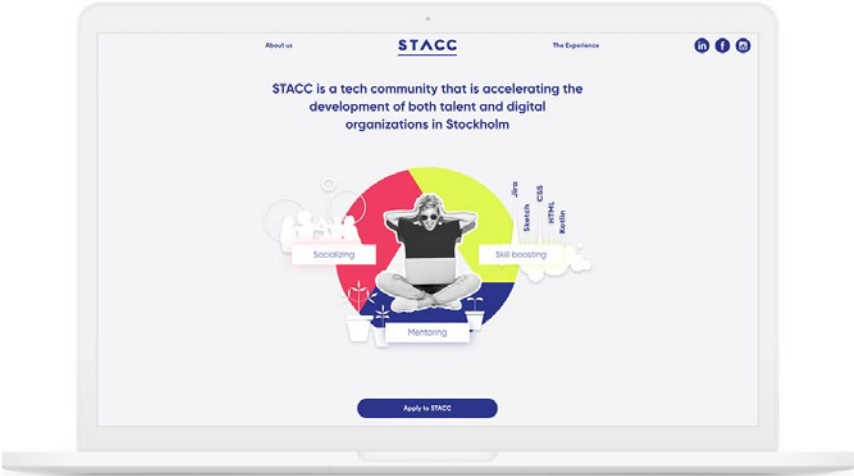


The mark symbolises the relationship and the balance of 'Mentoring', 'Talent boosting' and 'Socialising' which is a solid foundation to foster a career within the tech industry and is the essence of the STACC experience.





Brand implementation  
& materials



Design & process

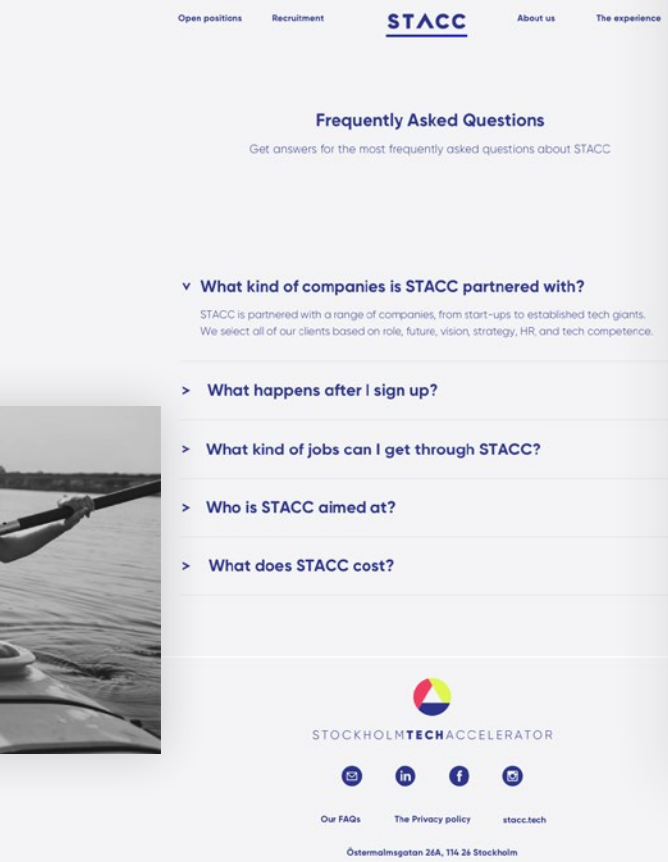
We initiated the project by conducting workshops with the client to gain a deeper understanding of their perceived target audience and business plan. This enabled us to formulate a strategy to define their tone of voice, mission, and market position. Based on these insights, we crafted a proposal outlining the visual look and feel of the brand identity. This included a distinctive illustration style to be implemented across all brand touchpoints, along with guidelines on how to use the identity. Additionally, we developed a brand story and context that were applicable to both digital and print mediums.

Throughout this process, we collaborated closely with the STACC team and tester groups of their 'talents' and prospects. Our goal was to create a visual identity that was relatable, fun, and informative. Drawing inspiration from current design trends and visual languages prevalent in the tech industry, we aimed to stand out in the competitive landscape of digital recruitment and tech acceleration hubs in the Stockholm market.



Utilizing UX design principles, we crafted a digital experience through a website that guided users in understanding the benefits of the 'STACC experience,' ultimately leading them to the call-to-action of signing up for a consultation.

The UI design was aligned with the visual identity and assets, emphasizing strong typography and tone of voice. Given the challenge of spreading the word about STACC, particular attention was placed on SEO, visuals, and metadata to ensure successful content dissemination across all online channels. This comprehensive approach aimed to establish a cohesive and effective online presence for STACC.





# FORTUM - SMART LIVING THE SMART HOME ALL- IN-ONE SOLUTION FOR BUILDING ASSOCIATIONS, APARTMENT OWNERS AND TENANTS

## About the product

The Fortum SmartLiving app is your go-to hub for all things related to your home and building. Tailored to your chosen services, it allows you to effortlessly oversee your home's indoor climate, monitor electricity and water usage, and manage all your smart devices and lights with a simple click. Moreover, the app provides a direct channel to communicate with your housing association and maintenance company, ensuring swift resolution of any issues or concerns.

## My role

Visual Design Lead / UX research / UI/UX designer / Mentor to Junior UX/UI designer.

## Design & process

As a design consultant, I collaborated with the in-house team at Tingcore (a startup acquired by Fortum) and Fortum design team at Fortum HQ in Stockholm. Our joint efforts focused on the UX/UI design for the Fortum Smart Living app and the housing association web platform.

I played a key role in facilitating and creating prototypes for qualitative test sessions involving active users, as well as participating in on-site device tests. The design approach for these products was highly user-centric and data-driven, incorporating continuous feedback and iteration loops.

Working closely with the UX research team, we collaborated on evolving the design and introducing

new features for the existing apps, web platform, and the maintenance and updating of the Tingcore design system.

Additionally, we extensively explored research and testing related to data visualization, as well as the processes of visualizing and instructing the connection between digital solutions and physical hardware. This exploration enhanced our understanding and implementation of effective data visualization strategies within the products.

This project was particularly interesting as it combined both digital products and hardware to capture relevant data for monitoring and remote regulation of energy and water consumption. This integration of digital and physical components added a unique and challenging dimension to the design process, requiring a comprehensive understanding of both realms.

Furthermore, I played a pivotal role in setting the visual style for the imagery used in all promotional materials for the products. This involved art directing photo shoots for product images and designing product-triggered emails and onboarding newsletters. These tasks added an enjoyable dimension to the project, ensuring that the visual elements aligned with the overall design aesthetics and effectively communicated the product features and benefits.



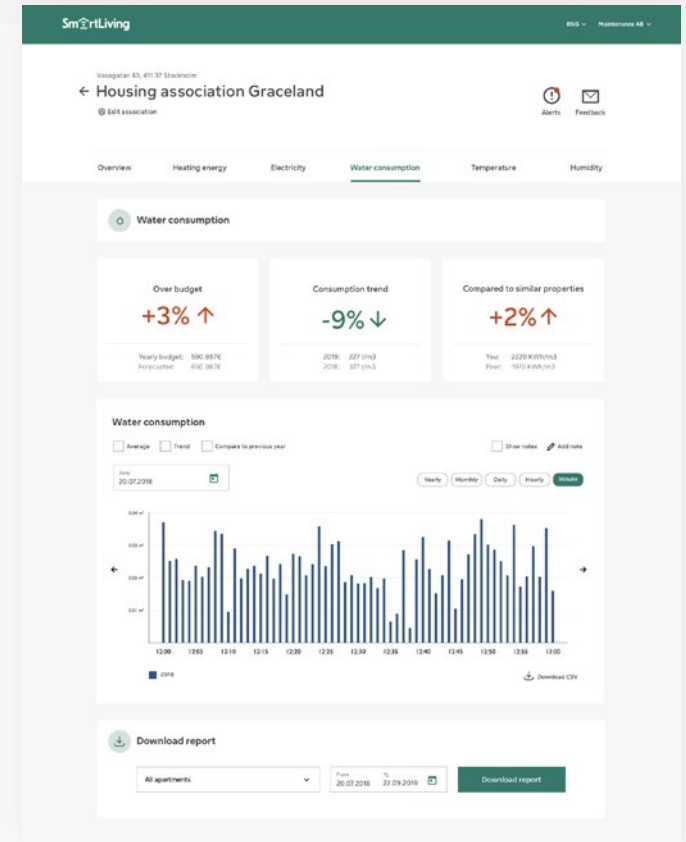
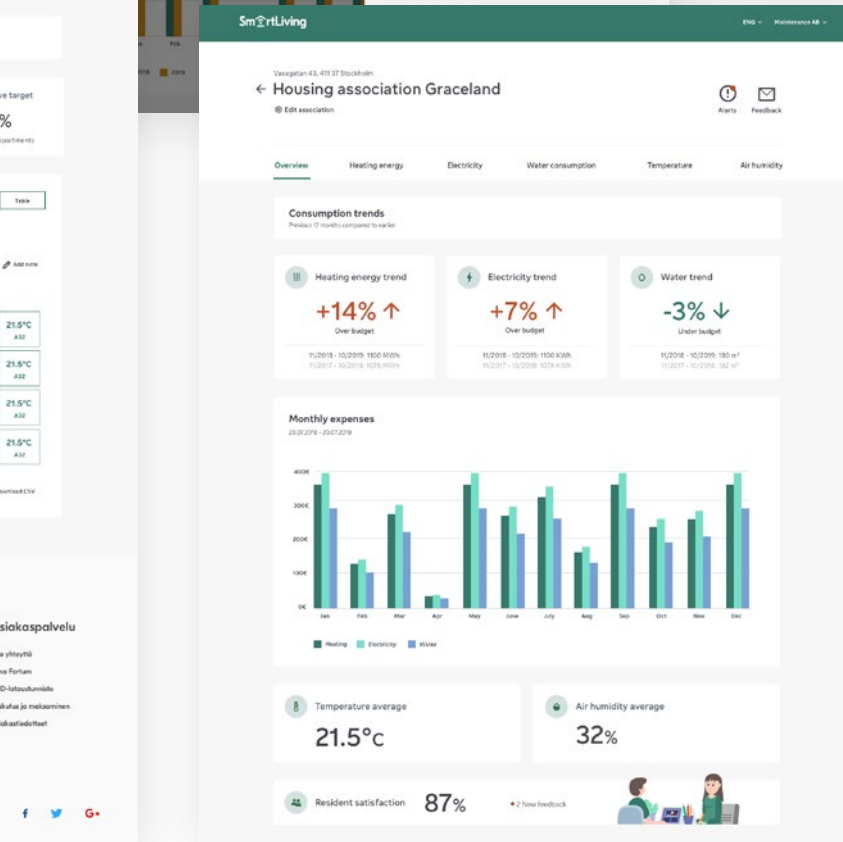
Original design



Sm<sup>h</sup>rtLiving by Fortum

A platform for monitoring the building environment and water and electricity consumption trends.

A platform for monitoring the building environment and water and electricity consumption trends.



Kotiasiakkaalle	Yrityksille ja yhteisöille	Tietoa meistä	Asiakaspalvelu
Sähköasennukset ja hinnot	Sähkösuojama	Tämä on Fortum	Ota yhteyttä
Aurinkopaneelit	Charge & Drive yhteistyö	Kestävät laitteet	Oma Fortum
Charge & Drive latauspisteet	Lähtösuojalappaukset	Sijaintilista	B2B-latauskuukausi
Sähköarvon korjotus	Kaukolinjat	Arvotet työpajat	Luokitus ja melomien
Kaukolinjat	Kaukolinjat	Uutisuutuu	Asiakastiedotteet

© Fortum 2023. Kaikki oikeudet pidätetään.

Tietosuojaj ja evästeet

Oikueellinen tiedote

[f](#) [t](#) [G+](#)



# THE ENTERTAINER - THE BUY ONE GET ONE FREE AND DISCOUNT APP WITH OVER 3 MILLION MEMBERS GLOBALLY

## About the product

The Entertainer App offers users thousands of 2-for-1 deals across five diverse categories in their city (dining, drinks, body, retail, and hotels worldwide).

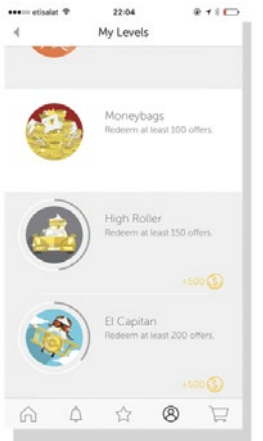
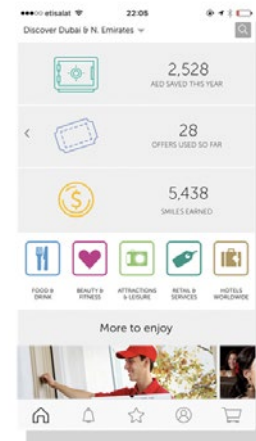
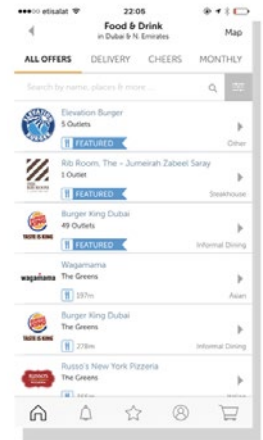
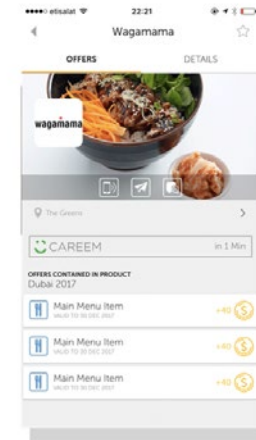
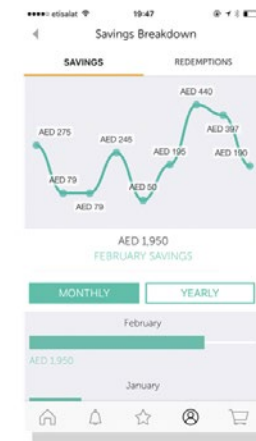
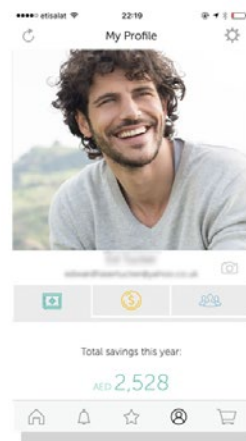
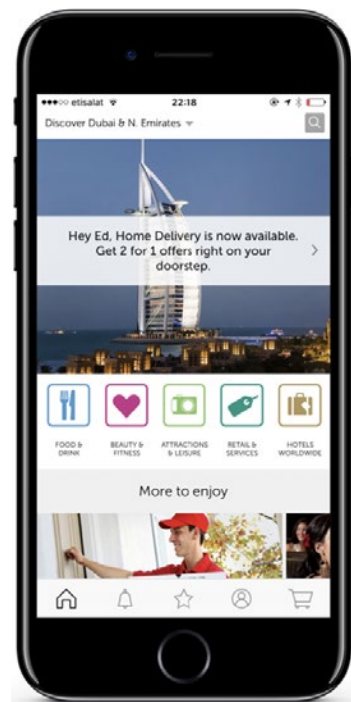
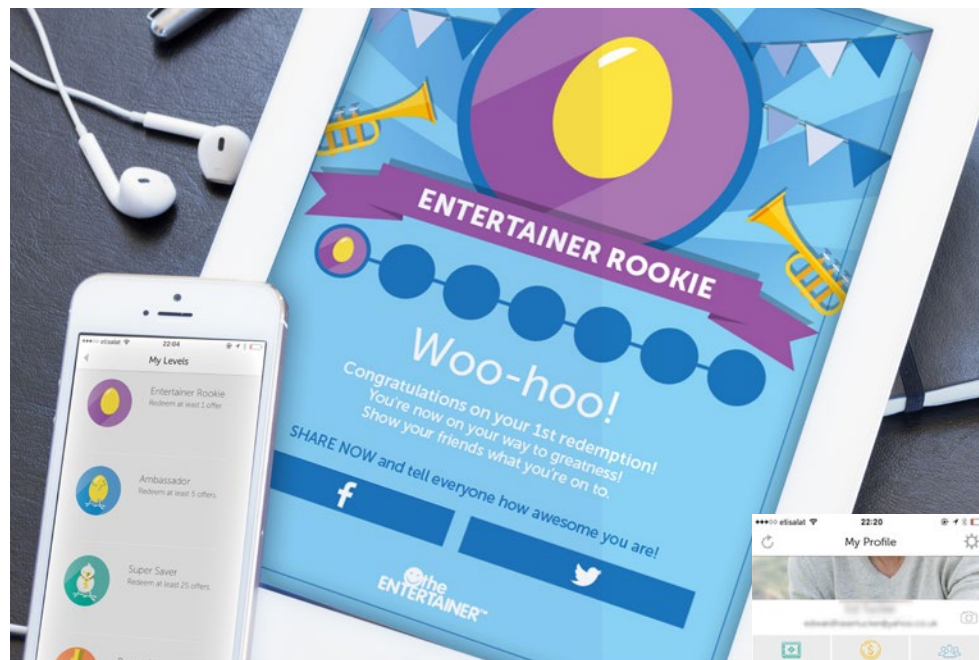
I served as the Product Designer for the native apps of the Entertainer, collaborating closely with the product owner and development teams. Our focus was on shaping the user journey and UX of the loyalty program and gamification elements within the app, as well as crafting trigger emails and all associated communications related to the product.

This involved the implementation of a gamification feature centered around a point system. Users accumulated points each time they utilized vouchers in the app, and these points were converted into a virtual currency termed 'smiles.' The accumulation of 'smiles' provided the ability to repurchase favorite vouchers or advance through program levels, unlocking various perks and benefits based on the attained level.

As a user, one could also connect with friends and family who used the app, viewing everyone's progress on an in-app leaderboard. This collaborative approach aimed to enhance the overall user experience and engagement with the loyalty program and gamification features of the Entertainer.

## My role

Product Design Lead / UX research / UI/UX designer / Illustrations.

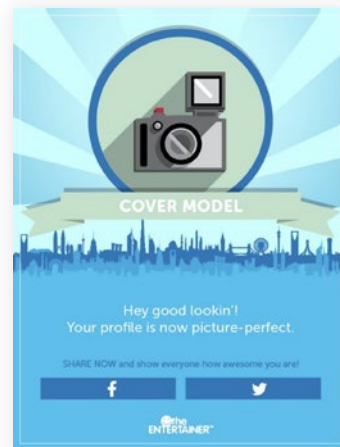
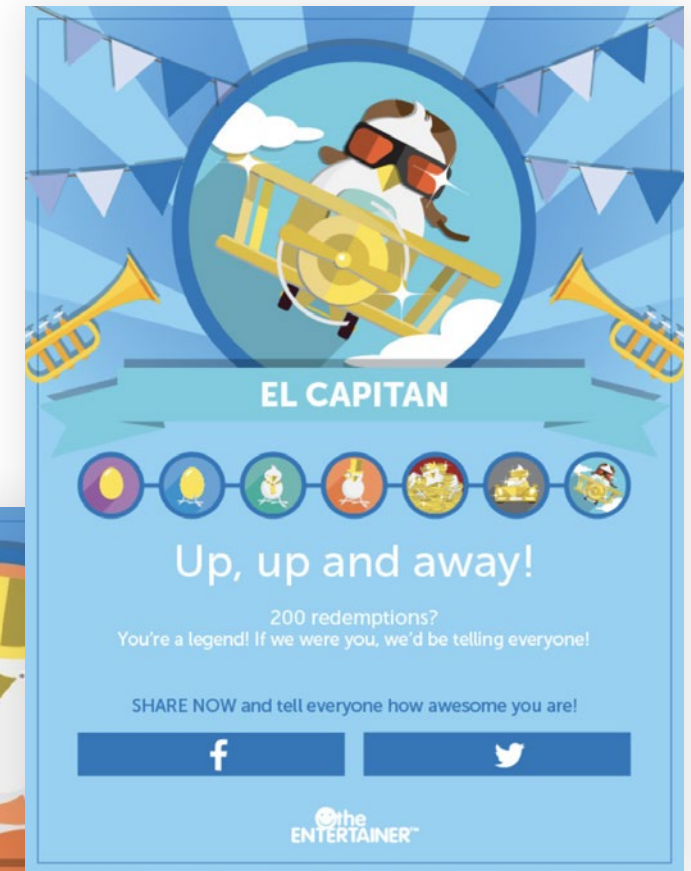


## Trigger emails for the gamification levels and badges.

The gamification strategy implemented levels and badges to sustain user motivation and increase retention within the product. Users' levels were determined by the number of redemptions made using vouchers in the app; the more redemptions, the higher the level. Given the annual renewal of the entertainer, it was crucial to strike a balance between providing a challenging experience to keep users engaged throughout the year and ensuring the challenge was achievable, encouraging users to restart with the new yearly entertainer vouchers.

To refine the gamification system, a beta version was created and tested with select power user focus groups. This qualitative testing occurred before the annual release of new product vouchers to ensure that the levels felt motivational yet achievable. Badges were intricately tied to user data, such as profile pictures, recommendations, adding preferences, and including friends on the leaderboard. In contrast, the levels were closely linked to the consumption of vouchers.

As the designer, I illustrated the visuals and created all the materials to promote the gamification strategy. The visual approach aimed for a playful and positive feel, while the tone of voice in the copy was lighthearted and encouraging. This comprehensive approach contributed to a user-friendly and engaging gamification experience within the Entertainer app.





# THE ENTERTAINER - PRODUCT LAUNCH CAMPAIGN

## About the project

Every January, the offers undergo updates, and a yearly promotional campaign is launched to encourage consumers to purchase the new collection.

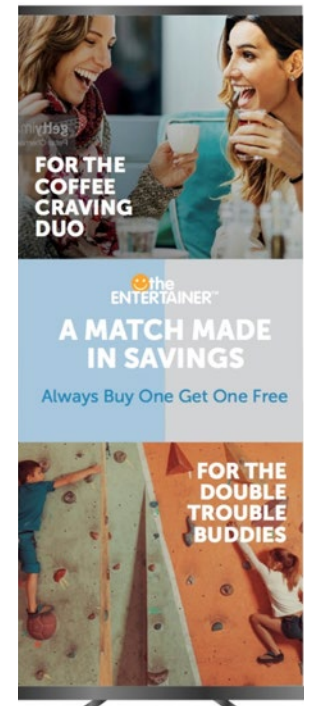
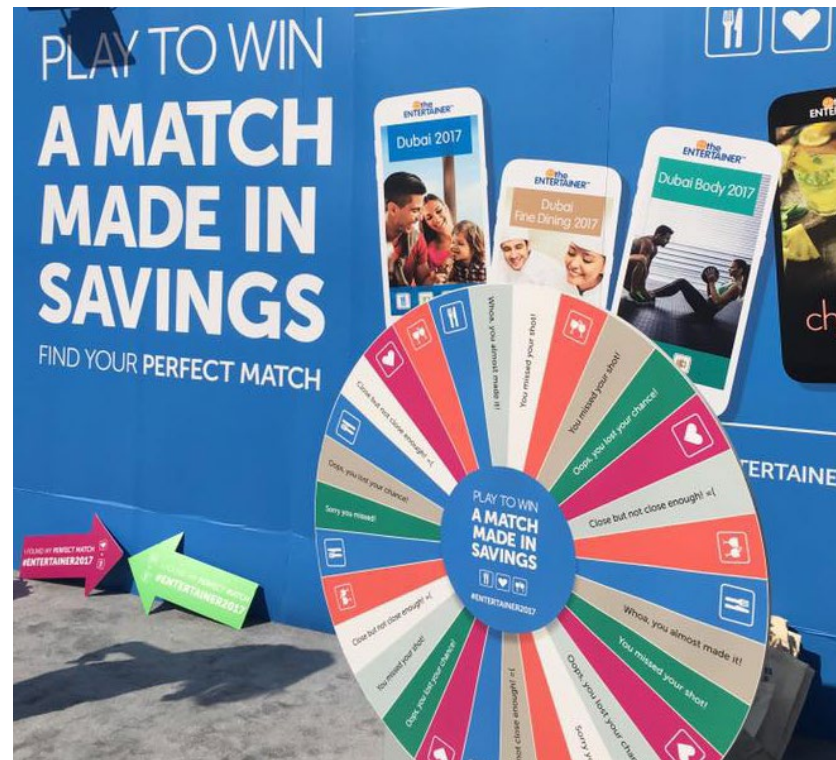
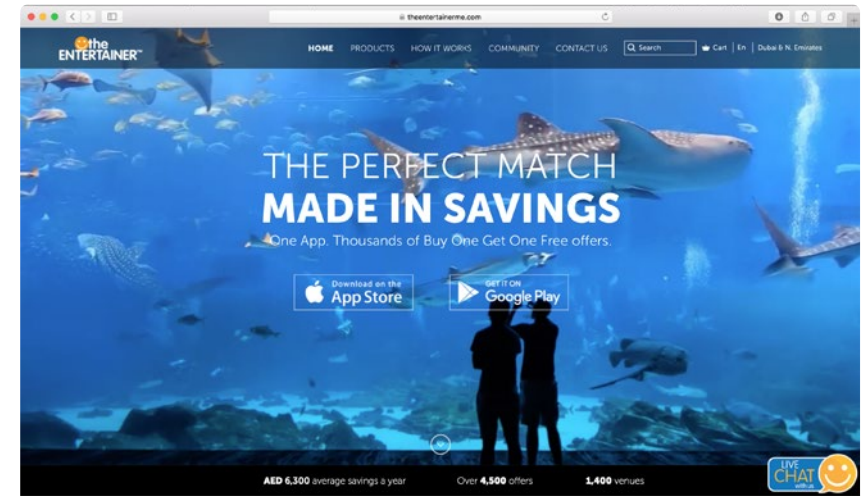
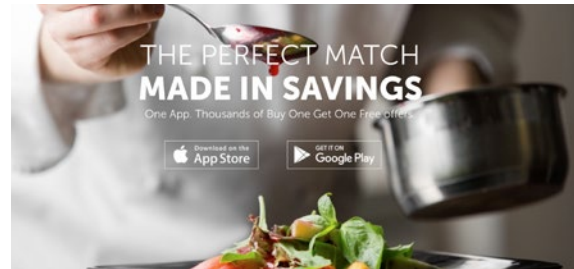
To showcase the different offer selections, emphasize the incredible savings, and promote the social aspect of utilizing the offers, I conceptualized the campaign theme "A MATCH MADE IN SAVINGS."

The concept aimed to convey that the offers are not only about great savings but are more enjoyable when shared socially – finding the perfect match in savings with your favorite buddy. The campaign was implemented across various channels, including a campaign launch web page, retail spaces, and social media. Additionally, I provided art direction and collaborated closely with a film production team to create pre-roll ads for online use during this campaign.

To maintain consistency and reinforce the connection between the product and the promotion, the visual language of the campaign adhered to the UI design of the App, aligning it with the new look and feel. This approach helped strengthen the link between the Entertainer App and the promotional campaign, creating a cohesive and engaging experience for users.

## My role

Art Director / Graphic Design / Campaign creation  
/ UI Design



# STRIKE TRADING CARDS

## - YOUR GO-TO APP FOR CREATING DIGITAL SPORTS CARDS

### About the product

The Strike app allows you to quickly create personal trading cards where you, your friends or your family, are the heroes. With a variety of different skins, you can easily create amazing trading cards matching your favourite sport and teams. Add information such as your name, number and team name.

### My role

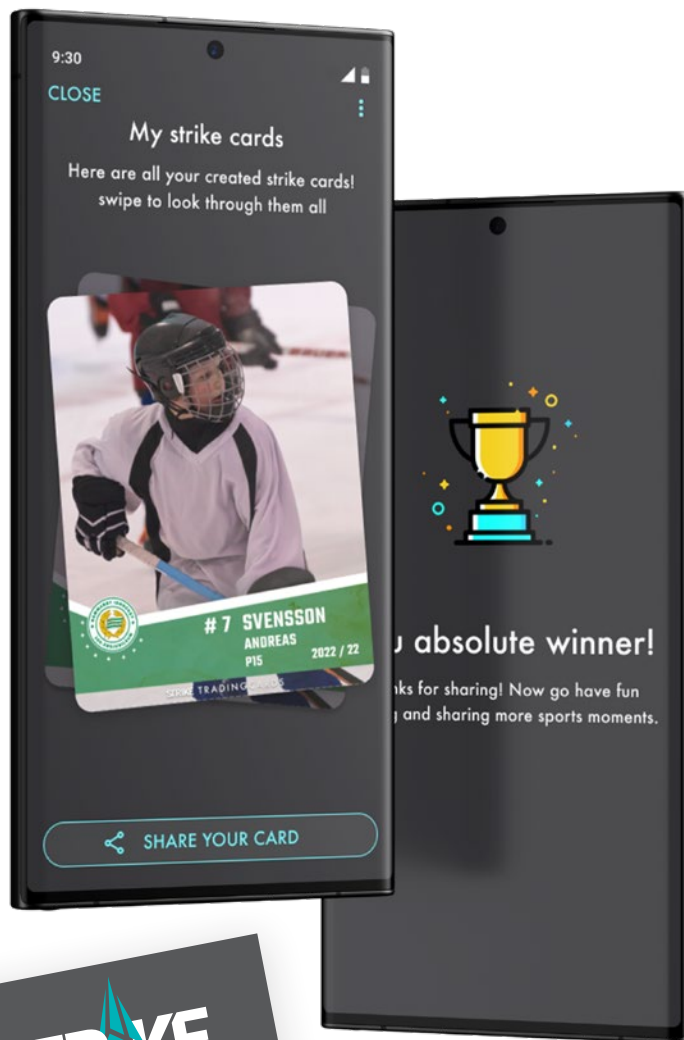
Product Design Lead /UI/UX designer /  
Brand designer

### Design & process

For the MVP, a simple user flow was created that worked well for both the adult and youth audience to create the cards, allowing players, teams, and their proud parents to use the app. Based on the outcome of the research conducted, the decision was made to start with skins that targeted team sports.

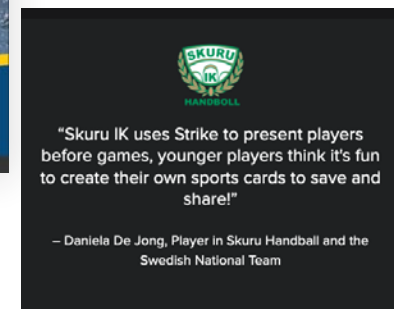
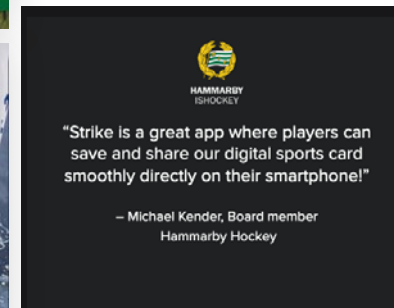
The design of the MVP was a straightforward 5-step process, from photo capture to sharing on social media. All the focus was on the creation of the card and personalization of the data. Users could edit different inputs depending on the design of the skin, such as player name, club, and player number. A visual was generated in a format that suited both Instagram and Facebook.

Since launch, additional features have been added, such as a search for different card categories, and a larger selection of sports and clubs has been included in the skins. Users can also activate their local club's skin with a code or easily scan a QR code to open a skin and start creating club-specific cards.



# STRIKE

TRADINGCARDS







**STRIKE**  
TRADINGCARDS



**STRIKE**  
TRADINGCARDS

**STRIKE**

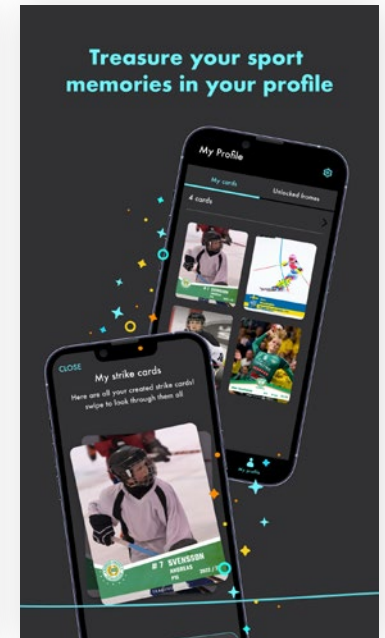
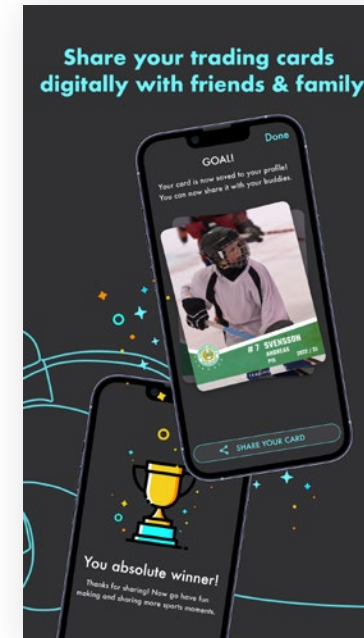
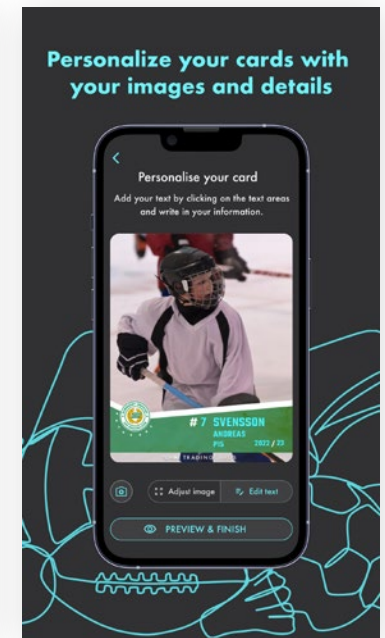
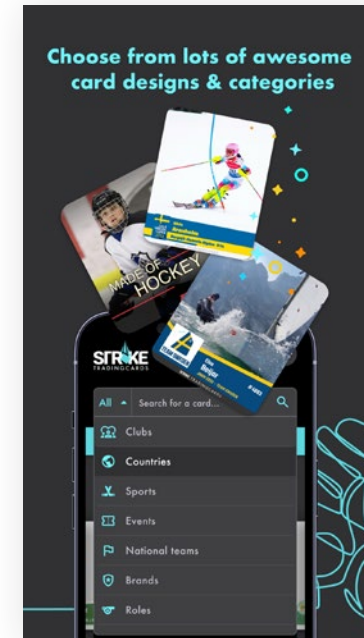
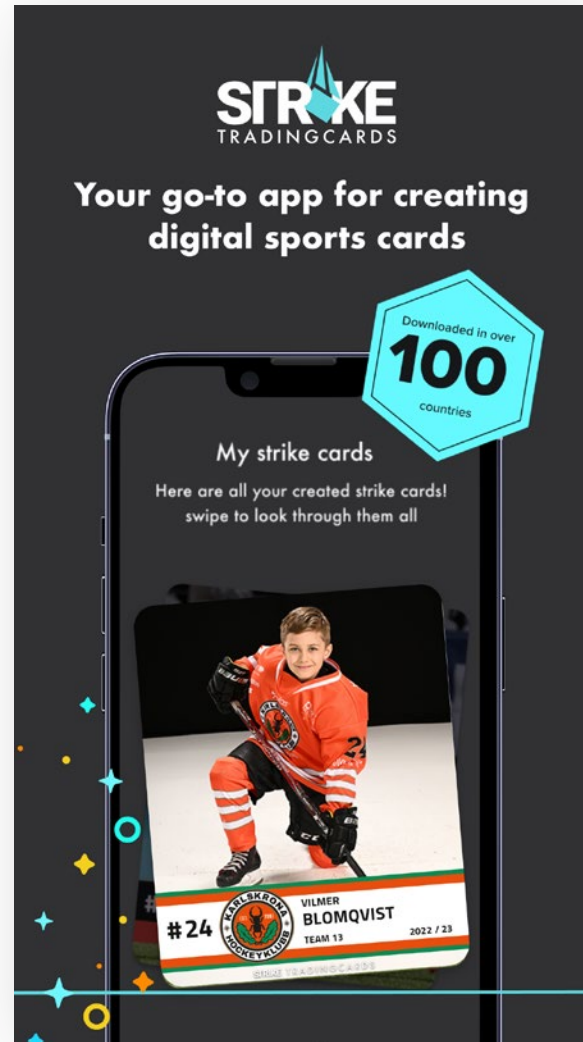
**STRIKE**

## Visual identity

The brand identity is bold and impactful with a simple sans-serif word mark and an incorporated icon of a card in motion, providing a visual nod towards the activation of a racket, ball, or bat.

A dark design with white and turquoise highlights was created to ensure that the cards and images take center stage. This choice prevents the brand colors from strikingly clashing with the diverse range of club colors and branding, allowing for expansion into different sports and activities.

Currently, there is a strong promotional effort, involving both affiliate NHL players and local youth hockey leagues in Stockholm, who have had custom skins and cards created.



# NIVIDAS - BRAND BOOK & REVAMP OF THEIR VISUAL IDENTITY

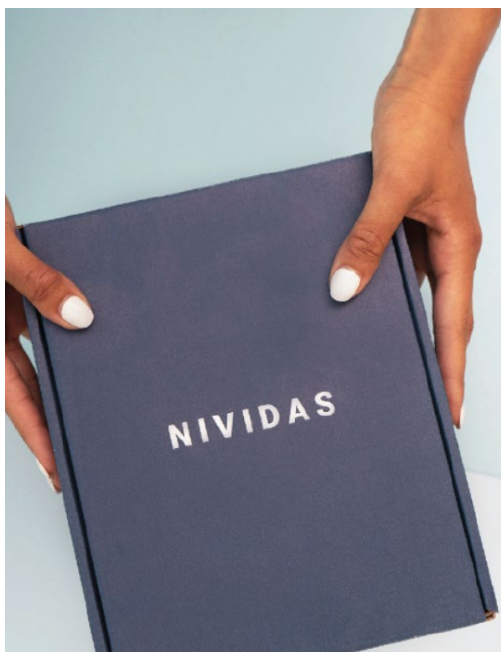
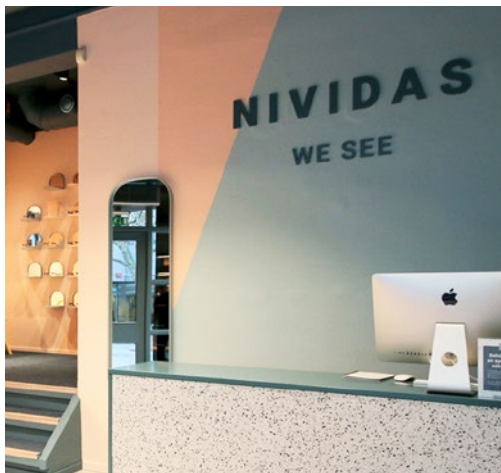
## About the project

Nividas, a Swedish eyewear company based in Stockholm, specializes in creating unisex fashionable eyewear at a reasonable price point. The mission of the company is to empower wearers to tailor their glasses to their mood, style, a specific place, or occasion, without being limited to just one pair.

Working closely with the Nividas founder and marketing team, there was a concerted effort to revamp and create a stronger visual presence in the current eyewear market. The team assisted in providing a fresh perspective and updating their visual identity, resulting in a new word mark, tagline, brand story, and a comprehensive brand book with guidelines to facilitate the future implementation of the new look and feel.

## My role

Brand designer / market research / interviews  
/ art direction / Project Manager



# NIVIDAS

WE SEE

Old wordmark

NIVIDAS I<E>



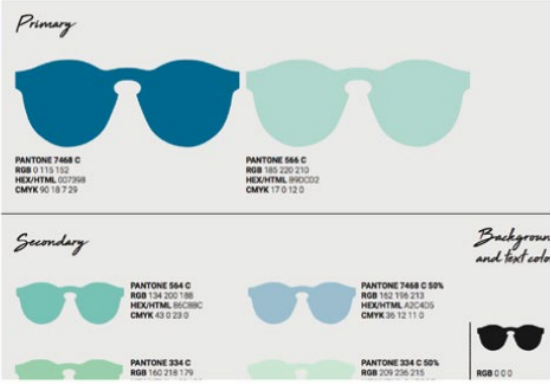
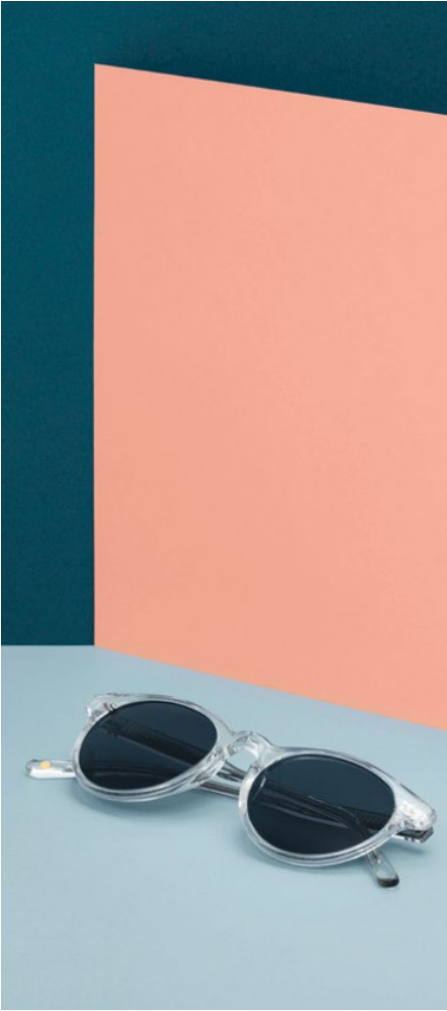


Design & process

To establish the new visual brand assets and tools, there was active participation in defining and outlining the brand values and positioning within the current Swedish eyewear market. Collaborative efforts with Nividas involved a series of workshops, customer and employee interviews, and market research.

From the insights gathered, the brand story and visual components were developed to represent the brand. These included typography, a robust color palette, brand elements, and a new tagline, all designed for use both online and in their retail spaces. To enhance visual content and align it with the new brand identity, assistance was provided in the art direction of new product shots.

All these elements were compiled in a brand book, now serving as a reference throughout Nividas' visual communication channels and brand touchpoints. This consolidation results in a more consistent and robust brand identity for Nividas.





ELLSKA - A SAAS ECOMMERCE PLATFORM FOR HANDMADE GOODS CREATED LOCALLY IN SWEDEN

About the product

Ellska.se, a SaaS platform startup launched in 2021 by myself and my partner, operates as a '2-man-band,' where I oversee and take responsibility for all aspects of product design, brand strategy, and marketing.

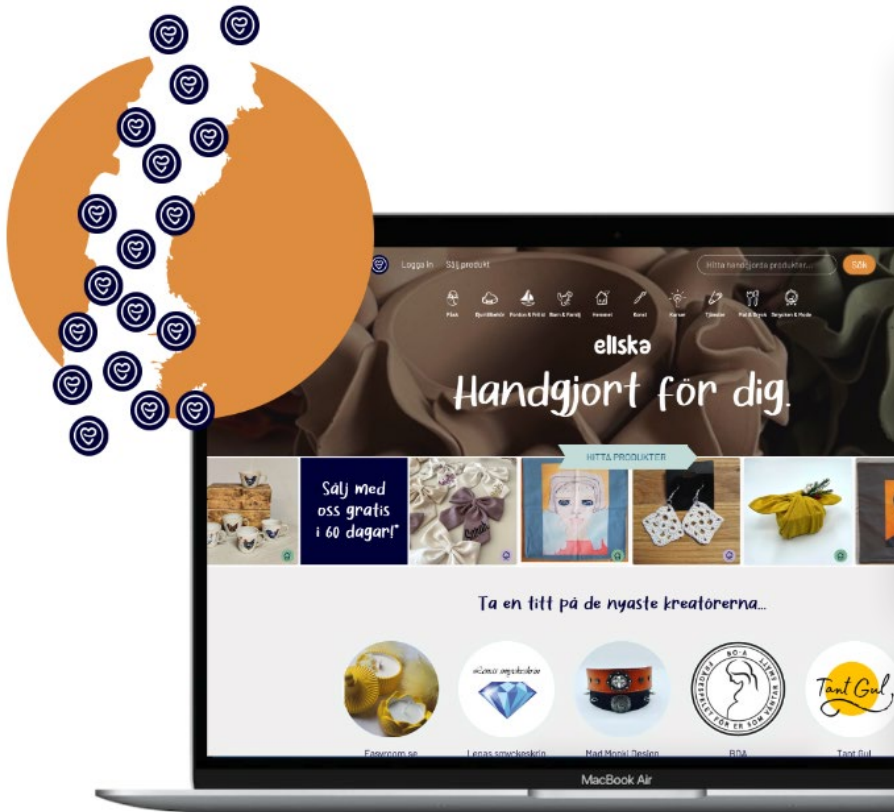
The product itself addresses a gap in the Swedish market, positioning itself in competition with giants like Etsy or Tradera. Ellska stands out as a more local and personal platform that places value on local creators, small businesses, and sole traders. The goal is to become the go-to SaaS platform in Sweden for all handmade products infused with passion and creativity.

For creators wishing to sell on Ellska, we offer a selection of boutique subscription options or the choice of selling 'one-off' creations. The brand name is derived from the Swedish word 'älska,' emphasizing the notion that the majority of handmade products are crafted with love and a dedication to the creative process.

Design & process

The platform's design focuses on simplifying the technical process of adding products to shops or setting up accounts, ensuring user-friendliness for all tech abilities within the target user group. The visual language adopts a creative, informative, and motivational tone to elevate the products and individual sellers on the site.

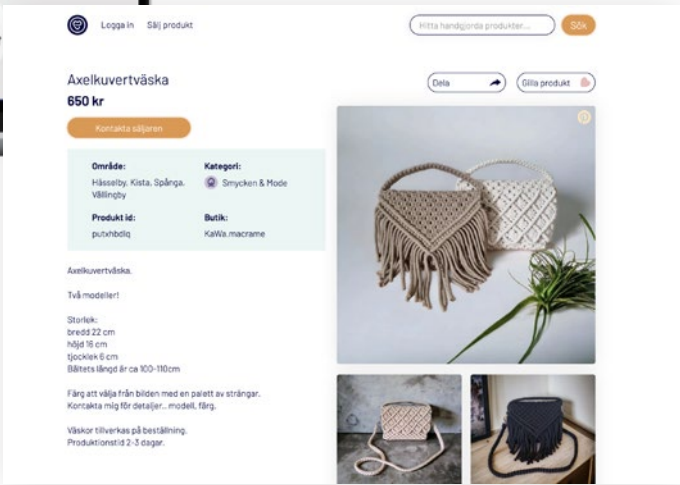
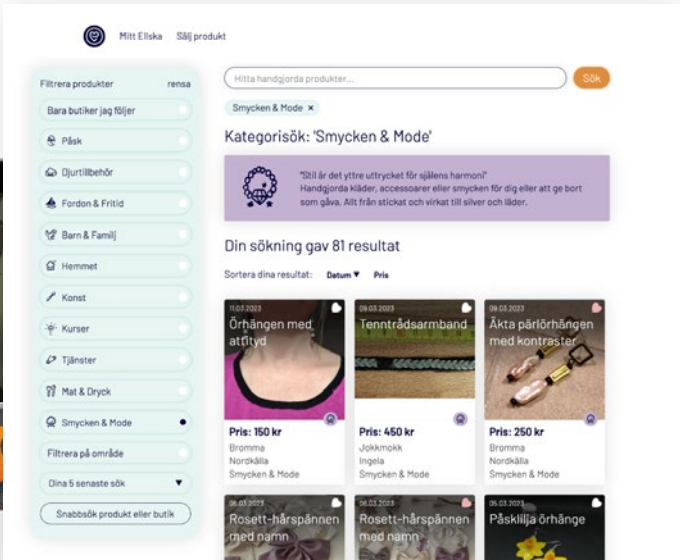
Presently, we attract approximately 3000 new unique visitors each month. As our next feature, we are aiming to enhance the SaaS platform by integrating a payment system through Stripe and Swish, further lowering the threshold for purchases. Additionally, we plan to develop an Admin app for sellers to streamline their experience on the platform.



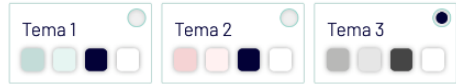
Vad kan jag sälja på Ellska?



ellska.se



Färgval för din butik



## Kostar ellskä.se?

**För säljare...**

En säljyta  
15kr/styck

60 DAGAR GRATIS\*

Lilla månadspaketet  
99kr/månaden

Stora månadspaketet  
249kr/månaden

1 säljyta  
(för 1 produkt, aktiv i 30 dagar)

10 säljytor  
(utbytbara; om du säljer en av dina 10 aktiva produkter så kan du ersätta den med en ny)

30 säljytor  
(utbytbara; om du säljer en av dina 30 aktiva produkter så kan du ersätta den med en ny)

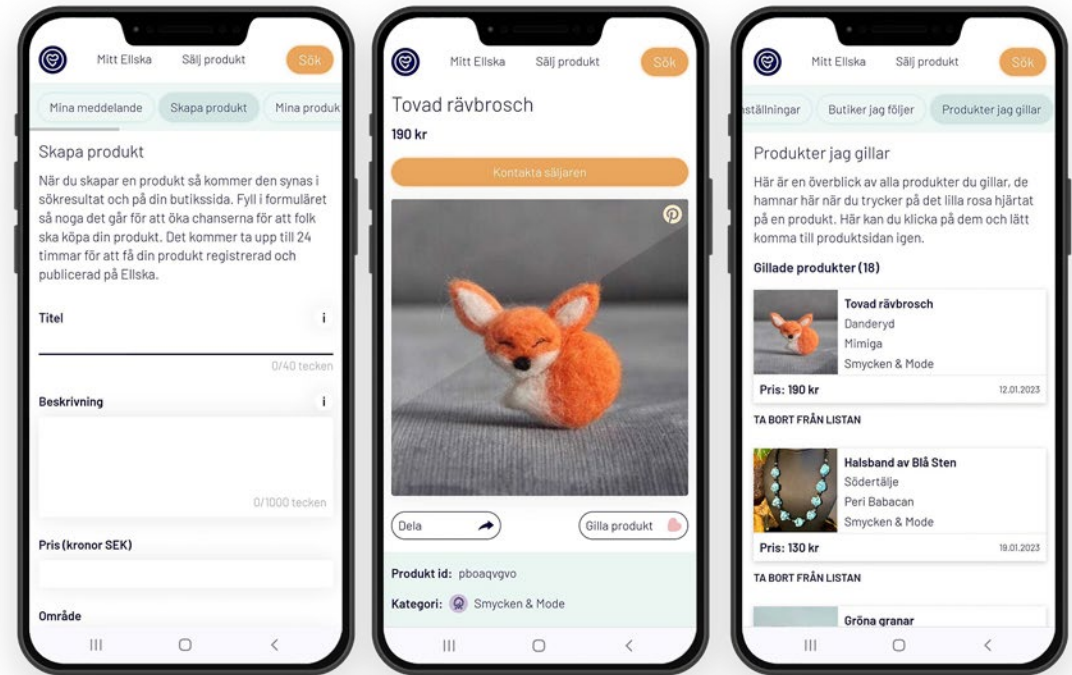
**Egen butikssida på ellskä.se**

**Billigare pris på styck-säljytor**  
(12kr säljytan för lilla / 10kr säljytan för stora)

- Ellska-medlemskap • Meddelandefunktion för dig & dina kunder
- Mejlutskick när köpare tar kontakt med dig om dina produkter
- Butik- & produktspecifikt marknadsmaterial som du kan ladda ner digitalt
- Ellska-support om du behöver hjälp med dina produkter eller har frågor om Ellska
- Ellska-boost med marknadsföring på sociala medier och ellskä.se sök

**För köpare?** Ellska är gratis för alla köpare!!

\*Ellska för den här erbjudandet kräver du på ellskä.se



## Personliga gåvor = handgjort

- Lyfta lokala kreatörer, egenproducenter och konsthantverkare.
- Öka skaparglädjen och värdet på handgjort i samhället
- Inspirera, informera & dela kunskap
- Främja lokalhandel och återbruk

#ellskahandgjort



**Nicole Fornander**

nicole.emilia.fornander@gmail.com

+46(0)709471808