

# Daniel Brøndt

## [Work](#)

### **GOODS (Marketing & E-commerce Manager)** 2016-2018

- Responsible of maintaining and developing the overall marketing strategy
- Manages the day-to-day operational and tactical aspects of running an online shop
- Produce and manage the content creation that identify the brand's position and core-users through social media, film, photography for the ultimate purpose of bringing people closer to the brand

### **RELESYS (Project Manager)** 2015-2016

- As a Project Manager at Relesys, I created products that enable brick-and-mortar businesses to bridge the gap between HQ and staff
- Work collaboratively with our development team to align design and development goals, and ensure seamless execution during development
- Identify and understand technologies, tools, software, and platforms available that could help the product deliver great internal communication
- Produce, manage and control project scope and the change control process

### **RELESYS (Digital Designer)** 2014-2015

- Translate wireframes and MVP's into a larger design vision for mobile apps
- UX Design & Development
- Front-end development
- Presenting work and thought the process to internal stakeholders and clients such as COOP, Bestseller, Filippa K.

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## Work

### **FOLK & FRAME (Graphic Designer) 2012-2014**

- Design of sales material, brand campaigns and packaging.
- In charge of all e-commerce related task

## Education

### **Copenhagen School of Design & Technology 2012-2014**

I attained a Bachelor's of Graphic Design with a Minor in Digital Media.

## Skills

**Technical:** Sketch, Adobe Creative Suite, HTML & CSS

**Project Management:** Jira, Asana, Trello, Microsoft Dynamics

**Presentation:** Keynote, Microsoft PowerPoint

**Analytical:** HotJar, Google Analytics, Microsoft Excel

**E-commerce:** Google Shopping, Google AdWords, Shopify, WoCommerce,

## Info

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