

Professional Experience:

Nov, 2014 – Present	PlaygroundSquad UK (Manchester, United Kingdom)	Studio Manager & Art Supervisor + Tasks: Managing Staff & Apprentices, Planning Curriculum, Teaching & Working on Internal / External Projects Title: Filthy Lucre [Fabrik Games] (PC, PS4, PSVR) • Tasks: External QA Management Title: Collector Swedish Open Application (Android, iOS) • Tasks: Modeling, Shading & Lighting Title: Confidential gamification prototypes for Ericsson (Android) • Tasks: Art Management Title: Confidential gamification prototype for Statoil / Circle K (Android, iOS) • Tasks: Modelling & Texturing
Nov, 2013 – Nov, 2014	Self-Employed (Off-Site)	Freelance 2D / 3D Artist + Title: Unannounced Titles • Tasks: Art Direction, Modeling, UV Mapping, Texturing & Shading
Oct, 2013 – Nov, 2013	AceViral (Off-Site)	Contract 3D Artist + Title: Unannounced Title (Android, iOS) • Tasks: Art Direction, Modeling, UV Mapping, Texturing & Shading
May, 2013 – Aug, 2013	LeadTurn Gaming (Stockholm, Sweden)	Contract UI Artist + Title: FighterWing 2 (Android) • Tasks: Art Direction, Modeling, Shading, Lighting & Rendering
Nov, 2012 – May, 2013	Fatshark (Stockholm, Sweden)	3D Artist Intern + Title: Escape Dead Island (PC, PS3, X360) • Tasks: Modeling, UV Mapping, Map Baking, Texturing & Shading

Education:

Aug, 2011 – May, 2013	PlaygroundSquad (Falun, Sweden)	Advanced Vocational Training + Certificate of Advanced Vocational Training in Experience & Game Development • Specialization: Game Graphics
Aug, 2008 – May, 2011	IT-Gymnasiet (Uppsala, Sweden)	Upper Secondary School + Upper Secondary Diploma from the Specially Designed Program • Specialization: IT, Electronics & Natural Science

Technical Skills:

+ Modeling	+ Texturing
+ Sculpting	+ Shading
+ Terrain Generation	+ Level Design
+ Retopology	+ Lighting
+ UV Mapping	+ Post-Processing
+ Map Baking	+ Rendering

Software Skills:

+ Maya	+ Photoshop
+ 3ds Max	+ Substance Designer / Painter
+ Mudbox	+ Unreal Engine 3 / 4
+ ZBrush	+ BitSquid Engine
+ World Machine	+ Source Engine
+ xNormal	+ SVN / Mercurial

Soft Skills:

+ Swedish	+ Time Management
+ English	+ File Structuring
+ Agile	+ Quality Assurance
+ Scrum	+ Optimization
+ Sprint	+ Bug Fixing
+ Project Planning (Trello / Hansoft)	

References:

References will be provided upon request.