

Qualifications

My goal and passion is to work professionally as a 3D artist in an environment of talented and creative individuals.

Employment:

River Cresco AB & Isbit Games , Stockholm | Sweden

Dec.2014 - Oct.2016

Associate 3D artist at a digital agency. 3D artist for games and higher CG productions, video editing and motion graphics.

Cases: BatteryHunt 2, Warpshift, Swedish Film Industry, Nike, Stora Enso

Internships:

River Cresco AB & Isbit Games , Stockholm | Sweden

Sept.2014 - Dec.2014

3D artist intern at a digital agency combined with their newly started game studio Isbit Games.

Cases: First Person Lover, BatteryHunt 1

Odd-Pictures, Stockholm | Sweden

Jan.2013 - June.2013

3D artist intern at a production company. worked with music videos and commercials.

Cases: TV6 Starwars commercial, Mylla - Vid Liv (Music video), non announced projects.

Karlbergs Gymnasiet, Åmål | Sweden

Sept.2010 - Dec.2010

Teacher Assistant / 3D tutor. Had a shorter internship at my former highschool. There I helped the teacher with gathering materials for the classes and writing tutorials for the students.

Also provided some teaching for the students with the programs Photoshop and 3DS Max.

StillFront, Uppsala | Sweden

Nov.2009 - May.2010

3D / Associate artist for the game company. 3D and 2D assets for their web games.

Cases: Fast and the furious, Terminator salvation, Gunslinger, Non announced projects.

Educations:

Campus I12, Eksjö | Sweden

2011 - 2013

3D profile. School of VFX / CGI for movies and commercials.

PlaygroundSquad, Falun | Sweden

2008 - 2010

3D profile. School of game development.

Skills:

Maya | 3DS Max | Blender | Quixel Suite | Adobe CC & After Effect | Xnormals | Knald | Zbrush | Mudbox | Unity | Substance Painter

Language:

Swedish : Native proficiency

English : Full professional proficiency