

André Jönsson, 3D artist

Portfolio: <http://www.andrejonsson3d.com/>

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Achievements:

With the title Epigenesis as a part of Dead Shark Triplepunch

- **Epic Games' Make Something Unreal Live 2013 competition:** winner - <https://www.unrealengine.com/showcase/epigenesis>
- **Swedish Game Awards:** winner in the category Game of the Year - https://en.wikipedia.org/wiki/Swedish_Game_Awards#Game_of_the_Year
- **Game Concept Challenge:** winner of 50 000 sek - <http://creativecoastfestival.se/portfolio/game-concept-challenge/>

Education:

- August 2011 - June 2014: Blekinge Institute of Technology, Bachelor in Digital media with focus on 3D Game Art.

Work:

- November 2012 - July 2014: 3D artist at Dead Shark Triplepunch, developing Epigenesis

Software and Technology Competencies:

- Autodesk Maya
- zBrush
- Adobe Photoshop
- xNormal
- Unreal Engine 3 and Unreal Engine 4
- Marmoset Toolbag
- Perforce
- Quixel Suite
- Substance Designer 5

Other:

- Languages: Swedish (Native), English