

Alexander Forssberg

Concept art | Illustration | Visual development

Email: alexforssberg@gmail.com

Portfolio: <https://www.alexson.se>

Phone: (+46)0730822620

Education

PSQ Falun, Sweden – 3D modeling/texturing for the video game industry using Maya, Photoshop & Mudbox.

Schoolism Online Course – Six week advanced Photoshop course.

Experience

2012 – 2017

Freelance concept artist & illustrator for the entertainment industry.

2014 - 2015

Concept artist at ILP VFX in Stockholm, Sweden.

Client list including but not limited to

Starz, NBC, Universal Pictures, Columbia Pictures, Syfy, AMC, EA, DICE, Sony, King, Infinity Ward, Sledgehammer Games

Game titles including but not limited to

Star Wars Battlefront, Mirrors Edge 2, Battlefield 1, Call of Duty Infinite Warfare, Call of Duty Modern Warfare Remastered

Skills

Experienced in development of concept art, key art and illustration.

Broad range of skills in illustrative and cinematic story telling and design for games, film/TV and print.

Deep understanding of composition, color, light, human & animal anatomy.

Very proficient in both traditional and digital media, concept art, props & background illustration.

Well versatile skills for concept design for both characters, creatures and environments.

I have a curious mind and always strive to learn and increase my visual memory.

Software skills

Adobe Photoshop, Autodesk Maya & Mudbox, Google Sketchup, Z-Brush, Marvelous Designer

Recognitions

Online publication features in CGHub, ColoredCG, CGTalk, ArtStation, ArtLords, DrawCrowd, GameArtisans. Featured in ImagineFX magazine.

Personal

Good planning and organizational skills, strong independent judgment, resourcefulness and self discipline. Manages tight time restrictions well.

Good at keeping deadlines and I enjoy working together with a team. Fun to hang out with.