

CAMILLA SPÅNBERG

3D ARTIST

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EDUCATION

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- | | | |
|----------------------|---|--|
| present
Aug 2015 | • | The Game Assembly
110 YHP - Advanced Diploma in Higher Vocational Education in Game Art |
| Jan 2012
Aug 2011 | • | Napier University of Edinburgh
30 credits - Scripting for Interactive Media, Experiential Design, Photo - Studio |
| Jun 2011
Aug 2009 | • | Jönköping University
120 credits - Graphic Design and Web Development |

Seperate Courses 2007 – 2014

Illustration Berghs School of Communication, 10 weeks | **After Effects** Mediakurser, 2 days
Web Design Gotland University, 15 credits | **Graphic Design** Berghs School Of Communication, 10 weeks
Digital Images Umeå University, 7.5 credits | **Project Management** Stockholm University, 7.5 credits
Image Editing Jönköping University, 7.5 credits | **Media Studies** University of Gothenburgh, 7.5 credits

EMPLOYMENT

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|----------------------|---|---|
| Jun 2015
Apr 2012 | • | Volley
Graphic Designer
Print media, layout, web, digital production. |
| May 2012
Mar 2012 | • | Antipodes Premium Wines
Graphic Designer
Product photo, digital production |
| Jun 2009
Aug 2008 | • | Trigon reklambyrå/Mediaspjuth
AD-Assistant
Print media, image editing, layout. |

EXPERIENCE

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- **7 completed games at The Game Assembly** | games.thegameassembly.com
 - **VR Game Jam hosted by Coffee Stain Studios** | coffeestainstudios.com
 - **Volunteer at Nordic Game Conference** | nordicgame.com

LANGUAGES

- **Swedish** - Native language
- **English** - Full professional proficiency

REFERENCES

Relevant certificates and references available upon request.