



CV

Manne Westermark
Environment artist

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Education

2017 - 2020

Game Art - The Game Assembly

3 year education situated in Malmö

Course examples: 8 cross disciplinary game projects involving up to 15 people, each being 6-10 weeks half time. 3D modelling, Texturing, Sculpting, Animation

2014 - 2016

Interaction Design - Bachelor Degree 180hp Malmö University

Course examples: UX, Visual communication, Physical prototyping, User testing.

Other

High school - Art education

Circus Teacher - Juggling

Skills



"Use it daily"



"Use it a lot"



"New found love,
Comfortable"



"Comfortable"



"Comfortable"



"Comfortable"

Language

Swedish - Native language
English - Fluent

Hobbies

