

# CAMILLA SPÅNBERG

## 3D ARTIST

camillaspanberg.com | camillaspanberg@gmail.com  
+46 (0)73-778 93 05 | Vadmalsvägen 16, 16874 Bromma

### EMPLOYMENT

---

<b>Present</b> Jan 2018	●	<b>Avalanche Studios</b> <b>3D Artist</b> Environment art - Modeling, texturing, level art.
<b>Jan 2018</b> <b>Jun 2017</b>	●	<b>Production Art Intern</b> Environment art - Modeling, texturing, level art.
<b>Jun 2015</b> <b>Apr 2012</b>	●	<b>Volley</b> <b>Graphic Designer</b> Print media, layout, web, digital production.
<b>May 2012</b> <b>Mar 2012</b>	●	<b>Antipodes Premium Wines</b> <b>Graphic Designer</b> Product photo, digital production
<b>Jun 2009</b> <b>Aug 2008</b>	●	<b>Trigon reklambyrå/Mediaspjuth</b> <b>AD-Assistant</b> Print media, image editing, layout.

### EDUCATION

---

<b>Apr 2018</b> <b>Aug 2015</b>	●	<b>The Game Assembly</b> 110 YHP - Advanced Diploma in Higher Vocational Education in Game Art
<b>Jan 2012</b> <b>Aug 2011</b>	●	<b>Napier University of Edinburgh</b> 30 credits - Scripting for Interactive Media, Experiential Design, Photo - Studio
<b>Jun 2011</b> <b>Aug 2009</b>	●	<b>Jönköping University</b> 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

### EXPERIENCE

---

- **Volunteer at Nordic Game Conference** | nordicgame.com

### LANGUAGES

---

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

### REFERENCES

---

Relevant certificates and references available upon request.