

# Alexander Forssberg

Concept art | Illustration | Visual development

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## Education

2012- PSQ Falun, Sweden – 3D modeling/texturing and 2D concepting for the video game industry using Maya, Photoshop & Mudbox.

## Experience

2012 – Current

Freelance concept artist & illustrator for the entertainment industry.

Clients include **ArenaNet, Wizards of the Coast, DICE, 20<sup>th</sup> Century Fox, Paradox Interactive, Avalanche Studios, SONY**

2014 - 2015

Concept artist at ILP VFX in Stockholm, Sweden.

Clients included **Starz, NBC, Universal Pictures, Columbia Pictures, SyFy, AMC, EA DICE, SONY, KING**

2016-2017

Concept artist at Elite3D in Valencia, Spain

Clients included **Infinity Ward, Sledgehammer Games**

Game titles including but not limited to

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

## 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 improve my craft.

## Software skills

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

## 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.