

Resumé

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I am a Game Art student at The Game Assembly, specialising in Character Art. Video games have been a huge part of my life for as long as I can remember. I would love the opportunity to work alongside other creatives and develop great gaming experiences.

Education

2019-2022: The Game Assembly Higher vocational education in game development

Education specialising in producing game-ready assets and cross-disciplinary collaboration.

2018-2019: Hjo Folkhögskola Post-secondary education

Education specialising in concept art and digital illustration.

2014-2016: Kulturama Gymnasium Upper secondary school

Education specialising in art and design.

2012-2014: Grillska Gymnasiet Upper secondary school

Education specialising in photography and digital mediums.

Work experience

2019: Seasonal work at Strosa & Nosa

Worked as a dog walker, with responsibilities including communication with dog owners and managing itinerant dog walkers in my assigned area.

2017-2018: Part-time work at Strosa & Nosa

Worked as a dog walker, with responsibilities including communication with dog owners and managing itinerant dog walkers in my assigned area.

Proficient in the following programs

- ZBrush
- Autodesk Maya
- Substance Painter
- Photoshop
- Marvelous Designer
- Marmoset Toolbag 3
- Substance Designer
- Perforce
- Tortoise SVN
- Unreal Engine 4
- Unity

Languages

Bilingual proficiency in Swedish and English (grew up in Sweden, Singapore, Ethiopia and Turkey).

References provided upon request.

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