

## Experience

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- Aug 2014 – Feb 2015      Freelance Game Artist  
*Made concept art and 3D assets for a currently unannounced game*
- Sept 2013 – Apr 2014      PortaPlay ApS  
*30 weeks internship as a game artist  
Responsible for all character rigging and animation in two games available for iOS and Android  
Made 3D assets and decorated levels for the game Panzer Geekz  
<http://portaplay.dk>*
- Feb 2008 – Sept 2008      Förskolan Änglabus, Hästveda  
*Substitute preschool teacher*
- Summer 2008              Hästveda Farstorps Pastorat  
*Responsible for cleaning the parish house and the church in Hästveda, as well as the purchasing of groceries*

## Software Skills

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Maya	<i>Very good</i>	nDo2	<i>Good</i>
Photoshop	<i>Very good</i>	Tortoise SVN	<i>Good</i>
Marmoset Toolbag	<i>Very good</i>	Unity	<i>Good</i>
ZBrush	<i>Good</i>	UDK	<i>Basic</i>
Mudbox	<i>Good</i>	dDo	<i>Basic</i>
xNormal	<i>Good</i>		

PBL                      Have worked with and understands Physically Based Lighting

## Education

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- Aug 2011 – Apr 2014      Game Art  
*The Game Assembly, Advanced Vocational Education (550 YH-pp), Malmö  
<http://www.thegameassembly.com/>*

Malmö 2015-05-27

- Aug 2009 – June 2011      Art School  
*Folk High School, Önnestad*  
<http://onne.se/>
- Aug 2004 – June 2007      Arts Programme - Art and Design  
*Hässleholms Tekniska Skola, Upper Secondary School, Hässleholm*

## Additional Merits

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- May 2012 / May 2013      Nordic Game Conference  
*Volunteer at Nordic Game Conference in Malmö*  
<http://nordicgame.com/>
- Mar 2008 – Feb 2009      Hästveda Farstorps Pastorat  
*Volunteer in the church's youth activities*

## Languages

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Swedish	<i>Native language</i>	Japanese	<i>Basic</i>
English	<i>Fluent</i>	Latin	<i>Basic</i>
French	<i>Basic</i>		

## Other

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Driver's license              B (passenger car and light truck)

*References will be provided upon request*