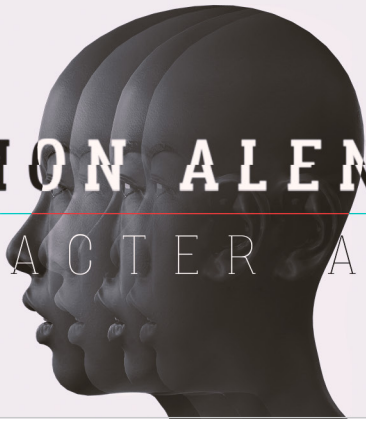



# SIMON ALENIUS

## CHARACTER ARTIST



 /simonalenius  
 simonalenius.com  
 simon.s.alenius@gmail.com  
 +46 730 22 90 23

### EXPERIENCE

- FREELANCE GAME ARTIST**  
Killerfish Games | Feb 2017  
Killerfish Games approached me to sculpt, retopologize and texture icebergs for their upcoming game.
- FREELANCE GRAPHIC DESIGNER**  
Various | Mar 2013 - Ongoing  
All sorts of paid graphic design jobs, usually involving prints and illustrations.
- GAME ARTIST AT A VR GAMEJAM**  
Hosted by Coffeestain Studios | Nov 2016  
Participated in a 48 hour long gamejam, developing a game for the HTC Vive.
- VOLUNTEER**  
Nordic Game Conference | May 2016  
Supervised two of the lecturing halls. Made sure the speakers had everything they needed and kept the time.

### EDUCATION

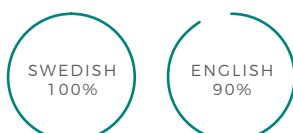
- GAME ART**  
The Game Assembly | Aug 2015 - Ongoing  
General education in game art, with a focus on characters. We've also produced 8 games during our two years.
- BIOLOGY - BACHELOR'S DEGREE**  
Lund's University | Aug 2011 - May 2013  
I studied Biology for two years, before I realized I wanted to pursue my passion in art and graphic design.

### SKILLS

ZBrush   
Substance Painter   
Photoshop   
Maya 

Quixel Suite   
Fusion 360   
Unreal Engine   
Marvelous Designer 

### LANGUAGE SKILLS



### CERTIFICATES

- CAMBRIDGE CERTIFICATE OF ADVANCED ENGLISH**  
Grade B
- PADI OPEN WATER DIVING CERTIFICATE**