



MICHAEL HANSEN

3D / CHARACTER ARTIST

CONTACT ME

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MY SKILLS

- Photoshop
- Zbrush
- Maya
- Substance Painter
- Marmoset Toolbag
- Unreal Engine 4
- Topogun 2



EDUCATION

GAME ART

THE GAME ASSEMBLY 2015 - 2018

Advanced Diploma in Higher Vocational Education in Game Art.
Developed 7 games.

IT - MEDIA

JOHN BAUER GYMNASIET 2009 - 2012

Education was focused on film production, film studies, digital design, photography and basic 3D modeling.



WORK EXPERIENCE

PRODUCTION

MK ILLUMINATION 2012

Main responsibilities were to assemble light decorations and packaging.

PRINTING ASSISTANT / WAREHOUSING

LIDBERGS GRAFISKA 2012

Main responsibilities were machine maintainance and packaging.

VOLUNTEER

NORDIC GAME 2016

Volunteered as part of Registration crew at Nordic Games Conference 2016.

FREELANCE

FREELANCE 2010 -

Freelance work include album covers, band logos, posters and creature designs.



LANGUAGES

SWEDISH - NATIVE LANGUAGE

ENGLISH - FULL PROFESSIONAL PROFICIENCY

DANISH - FULL UNDERSTANDING, DECENT PROFICIENCY