




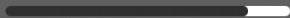

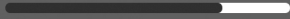

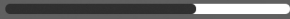

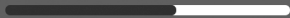






MICHAEL HANSEN

3D / CHARACTER ARTIST

CONTACT ME

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Sweden
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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