

CV

Education:

2016 - 2019 The Game Assembly
Advanced Diploma in Higher Vocational Education in Game Art

2007 - 2010 Lars Kaggskolan
Upper secondary school, Technical program, focused on web design and programming

Relevant experience:

2017 Nordic Game Conference
Volunteer

2013-2016 JMTApps
Part time freelance Game Artist

Language:

Swedish Native language
English Full professional proficiency

Skills:

ZBrush
● ● ● ● ● ●
I handle this program effortlessly

Substance Painter
● ● ● ● ● ●
I handle this program effortlessly

Substance Designer
● ● ● ● ● ●
I handle this program effortlessly

Unreal Engine 4
● ● ● ● ● ○
I handle the program well

Autodesk Maya
● ● ● ● ● ○
I handle the program well

Adobe Photoshop
● ● ● ● ● ○
I am comfortable using the program

Unity
● ● ● ● ● ○
Comfortable but inexperienced