



# ANTON SANDER

Environment Artist

3D Artist

2D Artist

## PERSONAL DATA

### Portfolio

antonsander.com

### Email

antonsander91@gmail.com

### Phone

+46700545913

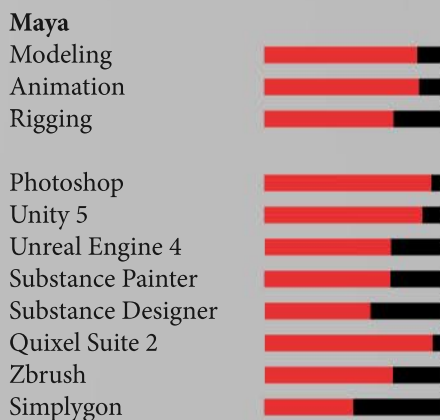
### LinkedIn

www.linkedin.com/in/antonsander/

## PERSONAL SKILLS

Critical eye for visuals  
Leadership  
Communication  
Problemsolving  
Time management  
Love helping and sharing knowledge

## PROFESSIONL SKILLS



## LANGUAGES



## PROFILE

Well versed game artist with professional experience of making games and relevant knowledge in creating playable environments. Accounted for making environment art and associated level design for the game Lake Ridden. Artistic eye for light and form and knowledge in optimizing art and level design for real-time experiences. Good communicational skills and reliable team player that willingly find time to help a colleague or give well-constructed feedback.

## EXPERIENCE

### Midnight Hub + Consulting | 2016 - Current

Joined the team when Lake Ridden was entering production and greatly helped shape the visual profile and design of the game. I took responsibility for making a pipeline for level design and environment art that helped us make valuable progress while still maintaining an agile production. After the release of Lake Ridden, I was working as a consultant at Paradox with the task to set up an art style for a yet untitled project.

#### Key responsibilities

Environment art	World and level design
Lighting	Asset modelling
FX and Animations	Art related performance

#### Other responsibilities

Game and puzzle design	GUI
Concept Art	

### Pågen | 2010-2015

Laboratory assistant	Fulltime employment	2011 - 2013
Production line worker	Part time/Summers	2010 - 2015

## EDUCATION

### The Game Assembly



#### Higher vocational education degree in Game Art | 2014-2016

<http://www.thegameassembly.com/>

### Malmö University



#### Independent courses:

##### Interaction Design | 2014

<http://edu.mah.se/sv/Course/KD104A>

##### Character Design | 2013

<http://edu.mah.se/en/Course/KK142A>

#### Programs:

##### Scientific / Technical Preparatory | 2010-2011

<https://edu.mah.se/sv/Program/NZNTB>

## GAMES

Title	Genre	Organization	Release
Unannounced	Unannounced	Paradox (consultant)	unreleased
Lake Ridden	Mystery Puzzle Game	Midnight Hub	2018
Nighlands	Roguelike	The Game Assembly	2016
Oasis	First Person Shooter	The Game Assembly	2016
Godling	Real Time Strategy	The Game Assembly	2016
Aphellion	Space Shooter	The Game Assembly	2015
Grid Commander	Turn Based Strategy	The Game Assembly	2015
Ruthless Raven	Shoot em up	The Game Assembly	2015
My Mind Is My Home	Point and Click	The Game Assembly	2015
Crow master	Text Adventure	The Game Assembly	2014