



GAME ARTIST, ILLUSTRATOR & COMIC CREATOR
 WWW.GABRIELLENILSSON.SE
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Hello! My name is Gabrielle Nilsson and I come from the deep forests of the north of Sweden, but I've been living and working in Stockholm since 2009. On my freetime you can find me drinking tea, playing games, binging shows and movies, and playing Dungeons & Dragons with my partner and my friends.

CONTACT

- Website
- Email
- Artstation
- Twitter
- LinkedIn

SKILLS

- Adobe Photoshop**

 - Experienced user
- Autodesk Maya**

 - Comfortable with software
- Substance Painter**

 - Comfortable with software
- Zbrush**

 - Comfortable with software
- Adobe Illustrator**

 - Good understanding
- Unreal Engine 4**

 - Basic understanding
- Adobe After Effects**

 - Very basic understanding

LANGUAGE

- Native language
- Professional fluency

WORK EXPERIENCE

SELF-EMPLOYMENT

2013 - current
 I've been working as a **Freelancer** since 2013 on various projects, mostly children's book illustrations and drawing workshops for kids. Some of the companies I have worked with; Sveriges Radio, Bonnier Carlsen, IDW publishing, Idus Förlag, and a couple of libraries around Sweden.

SKÄRHOLMENS STADSDELSFÖRVALTNING

2018 - 2019
 Substitute Preschool Teacher

GRO PLAY DIGITAL

2013
 I was the **Character Designer** for the app-game Gro Recycling.

SHOCKHOLM HALLOWEEN PARADE

2013
 I was working as a **Graphic Designer**, helping out with posters, social media posts and ads for the event.

GRO PLAY DIGITAL

2012
Lead graphic artist for app-game Gro Memory. Creating characters, environments and UI.

SHOCKHOLM HALLOWEEN PARADE

2011
 As an **Associate Producer** for this event, I did many administrative tasks, keeping contact with volunteers and solving problems when needed.

EDUCATION

2019 - 2022
THE GAME ASSEMBLY
thegameassembly.com
Game Graphics
 [Program]

2018
UPPSALA UNIVERSITY
uu.se
Vector Graphics
 [Freestanding course]

2008
UPPSALA UNIVERSITY
uu.se
Concept Art
 [Freestanding course]

2006 - 2008
UNIVERSITY OF GÄVLE
hig.se
Graphic Storytelling & Sequential Arts
 [Program]