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PERSONAL PROFILE

I am a happy, creative and imaginative woman, with a passion for Art. I quickly adapt to people, environments and rises to challenges with enthusiasm.

SOFTWARE SKILLS

UDK: Intermediate Usage.

Unity: Basic Usage.

Photoshop: Advanced usage.

Maya: Advanced usage.

Z-brush: Basic Usage.

Flash: Basic Usage.

Dreamweaver: Basic usage.

Illustrator: Basic usage.

SCRIPTING LANGUAGES

MEL (for Maya): Basic Usage.

Python (for Maya): Intermediate Usage.

WORK EXPERIENCE

Freelance (2011 June - Present)

2D / 3D Artist

Having worked as a freelancer since 2011, I've been making art mainly for games.

Some of the customers I've been working with are Paradox Interactive (for the PC game *Sengoku*, making Loading Screen Pictures), Bemaze Group AB (making a character and environment objects in 3D Art), Hellhound Interactive (for the Android strategy game, *Rising Empires*, making 2D Art).

Newnorth Technology (2015 August – 2016 February)

2D / 3D Artist

Worked at Newnorth Technology, concepting ideas and design for games, mainly working with 2D Art. We have been working with several different projects as the company experiments with different genres. In the first two projects we were experimenting in Unity, where I made 3D models and environment in a very lowpoly setting, I also made particle effects and some scripting. The project we have been working mainly on is a free to play webgame, a bubble shooter, where I made vectorbased 2D art. The last project we started on before my contract ended was a card game, where I made quick concepts for the different cards.

PlayMagic Ltd (2014 September – 2015 January)

Technical Artist Intern

Worked mainly with creating Particle Effects in Unity having a Technical Artist mentor who helped me in my work, was also working with making and editing UI for the game *Beasty Skaters*. Working in a group of 10 people I was a part of the game development, attending the meetings and giving my input for the game. I also worked with game testing, having a close contact with the programmers.

Studio Freaks Interactive (2010 October – 2011 January)

2D Artist Intern

Worked with making 2D Art for mobile apps, for both tourism and childcare.

Timetrapp (2010 July – 2010 September)

3D Artist Intern

Made 3D Art for a indiegame, a 2-player top down shooter, where you played as spaceships.

Paradox Interactive (2009 January – 2009 September)

2D Artist Intern

Worked mainly with making and editing UI for the strategy game *Hearts of Iron 3*. I spent a lot of time placing game icons in the world map, was also working with making 2D collages as backgrounds for the menus, different pictures for each country you could play as. I was also working with game testing, giving feedback to the programmers. As a part of the team I was attending meetings and events.

EDUCATION

The Game Assembly (2013 September – 2015 April)

Technical Art

Vocational School for Game Development, where we worked in game projects together with programmers, 3D Artists and Level Designers.

In school we worked in large group of 24 people, making 4 different projects; a spaceshooter, an FPS, an RTS and a free choice which in our case was a third person shooter.

As a Technical Artist, my role was to make scripts that could help the level designers and 3D Artists, my main focus was to make particle effects in the games, but I also worked with fixing sound and music in to the games and holding game testing.

Gamemaker (2007 September – 2009 September)

3D Art

Vocational School for Game Development, where we worked in game projects together with programmers. In our education we were taught both 3D modelling and animation.

LANGUAGES

Swedish: Native

English: Very Good

French: Basic Knowledge

Japanese: Basic Knowledge

HOBBIEST AND INTERESTS

I play games of all sorts, but prefer horror games and fantasy RPGs. For the moment I'm hooked with roleplaying in Elder Scrolls Online.

Besides playing games I also practice HEMA, Historical Fencing.

The music I listen to usually varies depending on my mood, but I listen a lot to Metal and videogame music.