



# Nina Olsson

I'm a social and creative woman who's passionate to create, am not afraid of new challenges and enjoys working in a team.

On my free time I train Historical fencing, playing roleplaying games, paint (both traditional and digital) and play games.

## Adress:

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## Utbildning:

•Vocational School The Game Assembly in Malmö, as a Technical Artist. (2013-2015)

•2-year Vocational School as a 3D-Artist at Gamemaker, school for computer game development. (2007-2009)

•3-years in Senior High school at Fässbergsgymnasiet, studying Art. (2004-2007)

## Kurser:

- Course in Project management. (2020)
- Course in Western Esotericism. (2019)
- Course in Graphical Design. (2018)
- Course in Interactionsdesign. (2013)
- Course in Historical Archeology. (2012)
- Course in creating your own company. (2011)
- Course in Z-brush. (2010)
- Course in Flash CS4. (2010)
- Course in Webproduction at Fotechögskolan. (2010)

## Språkkunskaper:

- Swedish (Mothers tongue)
- English (Very good)
- \*Norwegian (Good)

## Work experience:

### Funkis Multimedia 2016-Present

Implementer, but have been working flexible within different areas, such as production leader, administrator, responsible for filming etc.

### Canal Digital (Norge) 2016

Worked as a Tech Support for 6 months.

### Newnorth Technology 2015-2016

Worked as a Game designer for 6 months.

### Play magic 2014-2015

5 months internship as a UI Artist and VFX designer in Malta.

### Freelancer at my own company 2011-present

I started my own company 2011 and worked as a freelancing 2D/3D Artist on full time for 1 year.

After that I have been occasionally been taking new commissions.

### Paradox Interactive 2011

Worked with making loading screen images for the game Sengoku.

### Studio Freaks Interactive 2010

Internship during 3 months as a 2D Artist.

### Time Trap 2010

Internship during 3 months as a 3D Artist.

### Paradox Interactive 2009

Internship during 8 months as a 2D Artist, while working on the game Hearts of Iron 3.