



Nina Olsson

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

On my free time I train Historical fencing, Ju-jutsu, playing games and paint (both traditional and digital).

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Education:

•1,5-year 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)

Courses:

- 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 Fotohögskolan. (2010)

Languages:

- Swedish (Mother tongue)
- English (Very good)
- *Norwegian (Good)

Work experience:

Funkis Multimedia 2016-Present

Working as a Learning Producer, but have been working flexible within different areas, leading my own projects, implementing content, administrating, responsible for filming etc.

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 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.