

## Work Experience

### Fast Travel Games | 3D Artist

Mars 2017 - Current, Stockholm Sweden

- 3D Concept design
- Create Modular environments
- Model, texture and design weapons, hero props and characters
- Lighting and level art

### Really Interactive AB | Freelance Artist

Jan 2017 - Feb 2017, Stockholm Sweden

- Concept and design environments
- Model, texture and implement asset into engine
- Build environments
- Design, model and texture hero props

### Guerrilla Games | Junior Asset Artist

Jun 2015 - Jul 2016, Amsterdam The Netherlands

- Create benchmark asset for outsourcing
- Manage feedback for outsourcing
- Create asset from concept art through a pbr pipeline
- Import and export asset
- Test, review and create lods and collisions

### Guerrilla Games | Environment Intern

Oct 2014 - May 2015, Amsterdam The Netherlands

- Create speedmodels
- Import and export assets
- Populate the world with assets
- Build environment with provided modular assets

### Teotl Studios | Environment Intern

Jul 2013 - Nov 2014, (Remote location)

- Create modular environment and textures
- Create props and textures

### Might & Delight | 2D Art Intern

Sept 2013 - Nov 2013, Stockholm, Sweden

- UI 2D art rendering
- Handpainted texturing

## Education

### Futuregames

Higher Vocational Education, 3D Graphics  
Stockholm, Sweden Nov 2013 - Aug 2015

### Campus Gotland, Uppsala University

Bachelor's degree in Game design and Graphics  
Gotland, Sweden Aug 2010 - Jun 2013

## Shipped Games

Horizon: Zero Dawn  
The Solus Project

## Languages

Swedish - Native  
English - Fluent

## Softwares

### Focus

Autodesk Maya  
Autodesk 3DsMax  
Pixologic Zbrush  
Aobe Photoshop  
Quixel Suite

### Knowledgeable

Unreal 4  
Marvelous Designer  
Marmoset toolbag  
Adobe Illustrator

## Honors and Recognition

- Artstation Magazine - Guerrilla Games Horizon: Zero Dawn Artblast
- Uppsala University - Alumni of the Year Award 2016
- Gotland Game Conference - July 2016