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## Curriculum vitae

### Education

<b>The Game Assembly</b> (2012-2015)	The Game Art program and participation in 8 game projects.
<b>Tandem Language School</b> (Mars-July, 2011)	German language studies <a href="#">Tandem</a>
<b>Östra grevie folkhögskola</b> (2008-2010)	Painting and art history <a href="#">Östra grevie</a>

### Experience

8 months full time internship followed by 8 months full time employment as a junior concept artist on *Tom Clancy's The Division* at *Massive Entertainment - A Ubisoft Studio* (September, 2014 - December, 2015).

7 months full time employment as a junior concept artist followed by a permanent position as an intermediate concept artist (January, 2017) at *Massive Entertainment - A Ubisoft Studio* (June, 2016 - ongoing).

Designed and illustrated the cover of the book *Fri att älska* by Noam Frick. Published by *Genusredaktörerna* in 2016.

Designed and illustrated the logo for the podcast *Mellan Rutorna*. Published in 2017

Produced the main character, various graphics and marketing art for *The Tomte* which got nominated by *Swedish Game Awards 2013* for *Best Scenario* and *Game of the year*.

Produced a permanent sculpture as a participant in *Sub Rosa 10*. A public art exhibition in the residential area *Törnrosen*, Malmö 2010.

Was hourly employed by *Skåne University Hospital* between 2005 and 2011 as a kitchen assistant. Responsible for the kitchen in an internal medicine department.

### Software knowledge

<b>Photoshop</b>	Excellent	Concept art, Illustration, sketching, texturing, animation, over ten years experience.
<b>Maya</b>	Very good	Modeling, UV-mapping, texturing and animation.

### Language

Swedish - Mother tongue  
English - Full professional proficiency  
German - Good

### References

Available upon request