

Resumé

Experience

Massive Entertainment Ubisoft -

Junior concept artist intern
(September, 2014 - April, 2015)

Junior Concept artist
(January, 2015 - January, 2017)

Concept artist
(January, 2017 - ongoing)

Designed, modelled and animated the main character and produced 3D graphics and marketing art for *The Tomte* which got nominated by *Swedish Game Awards 2013* for *Best Scenario* and *Game of the year*.

Designed, pitched, signed sponsors and built a permanent sculpture on the facade of a building as a participant of *Sub Rosa 10*. A public art exhibition in collaboration with MKB (Malmö real estate company) in the residential area Törnrosen, Malmö 2010.

Was hourly employed as *kitchen assistant* between 2005 and 2011. Responsible for the kitchen in an internal medicine department at Skånes University Hospital Lund.

Miscellaneous Illustration work: Logo for Stand-up club "Ståupp Bit-Ihop", Logo for podcast "Mellan Rutorna", illustrations on psychiatric disorder lectures and research presentations by Mats Lindström for the Medical Faculty, Lund University and illustration for the book "Fågelsångsdalen under 470 miljoner" by Ove Linde.

Education

The Game Assembly -

The Game Art program and participation in 8 game projects. (2012-2015)

Tandem Language School -

German language studies [Tandem Language School](#) (Mars-July, 2011)

Östra grevie folkhögskola -

Traditional painting, modern art and art history [Östra grevie Folkhögskola](#) (2008-2010)

Languages

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

References

Available upon request