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STEFAN HANSSON

CONCEPT ARTIST

RÉSUMÉ

Objective

My goal is to be an inspiring part of a team that creates high quality creative and imaginary products while continuing to grow as an artist and production designer.

Work Experience

Yager

April 2011 – Present

*Unannounced AAA project: Was part of the artistic creative process during concept and preproduction phase for an unannounced AAA project.
Created concept artwork for various game pitches.*

Codemasters

September 2010 – March 2011

*Bodycount: Created concept designs for bodycount to help the environment artist at near the end of production phase. Created 2d backgrounds for bodycount cutscenes.
Operation flashpoint red river: Created a few 2d assets for the game.
Also Created concept artwork and visualizations for internal game pitches.*

Fatshark

May 2009 – June 2010

*Bionic commando rearmed 2: Created level concept artwork & 3d environment art.
Lead and goal gangs of the wild west: Created 3d artwork and concept and marketing art. Also did a lot tech art related tasks, such as implementing physics in the engine and implementing sequences and explosions.
Hamiltons great adventures: Created concept artwork & 3d artwork.*

Deadlock (L4D modification)

2009

Deadlock: Worked closely with the creative director to give life to the 12 main characters. Also assisting with art related Source engine technical issues.

Education

Futuregames academy

2008 - 2010

Video game art education with focus on 3D and 2D art.

Stockholm university

2006 -2008

Social studies

Gerlesborgsskolan

2005 - 2006

Basic artistic course.

KV konstskola

2004 - 2005

Focus on the fundamentals of Art.

Skills

Abilities.

*Concept Design, Character Design, Vehicle design, creature design, weapon design
Graphic Design, Environment design, Storyboarding.
3d organic and hard surface art. Illustration.*

Software proficiencies

Maya, Modo , Sketchup, 3dsmax, Zbrush, Photoshop. And other small applications.

Soft skills

*Swedish and English fluent writing and speaking.
Very ambitious and goal oriented, always strives to achieve the very best.
Solid artistic skills, and extensive artistic knowledge.
Good knowledge and tools for creative problem solving.
Fast learner, easily understands new software and pipeline workflows.
Good organizing skills, good at organizing my own, and other peoples work.
Good social skills, likes and enjoys working with other people.
Comfortable working with scrum and other agile project management solutions.*

Reference available upon request.