

Objective

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

Experience**FREELANCE****Concept art / Art direction**

December 2014 - Current

Freelancing as a Concept artist, art director and illustrator.

RESOLUTION GAMES**Concept artist**

May 2016 - Current

Wonderglade: Created concept art to develop the visual style for the project in preproduction phase and throughout production.

ROVIO**Game artist**

December 2012 - December 2014

Angry birds 2: Created concept art to develop the visual style for the project in preproduction phase and created in game art assets for mobile project.
Brainstormed, created and developed several new game concepts and prototypes.

ARCADELIA**Art director**

December 2011 - December 2012

Steamwars: Was responsible for the artistic style, organization and art planning of the project. Created a large part of the in game assets. Was responsible for managing outsourcing of asset production.

YAGER**Concept artist**

April 2011 - December 2011

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**Concept artist**

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.
Also Created concept artwork and visualizations for internal game pitches.

FATSHARK**3d artist / Concept artist**

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 for Hamiltons great adventures: Created concept artwork & 3d artwork.

Education**FARIGHGHADERI ARTSTUDIO**

2015 -

Traditional art education.

CLASSICALARTONLINE

2014 - 2015

Traditional art 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.**

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

Software proficiencies

Photoshop, Modo, Maya, Zbrush, Sketchup, 3dsmax, Unity, Svn, Git, Perforce.

Soft skills

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