

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	Current
Freelancing as a Concept artist, art director and illustrator for games and animation.		
SPA STUDIOS	Lead lighting artist	August 2018 - September 2019
KLAUS: Worked as Lead lighting artist and created lighting for characters for animated movie Klaus.		
RESOLUTION GAMES	Concept artist	May 2016 - June 2018
Wonderglade: Created concept art to develop the visual style for the project in preproduction phase and throughout production. Narrows: Created concept art for the VR game narrows.		
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

FARIGHGADERI ARTSTUDIO	2015 - 2018
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.