

# Resume/CV

## Personal information

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## Skillz

- I master the current gen workflow with all that it implies. I can make both highpoly models and game-optimized lowpoly models at a high quality, and I can texture the models with the same level of detail.

- My specialty is environment and prop art, but I can produce organic models as well.

- My problem solving skills is excellent due to the fact that most of my 3d skills is self-taught, but also due to my current work as an IT-technician. It has forced me to always think creatively and outside the box to find the best solution to a certain problem.

- I work really well in a team environment and I'm a keen believer of sharing your skills with your peers. That's also something that I'm doing on a daily basis at my current position.

- I'm very good at following instructions/reference and can take feedback without prestige.

- My biggest skill is probably that I'm a fast learner and that I'm always looking to learn new things and evolve, both as an artist and person.

## Software

Autodesk 3Ds Max

Autodesk Mudbox

Zbrush

Adobe Photoshop

UDK (Unreal Development Kit)

## Education

Computer Graphics Design

Gothenburg, Sweden

2006-2007