

CV – Oscar Johansson

Experiences

Apr 2016 – ongoing

3D Artist
EA DICE, Stockholm
www.dice.se

Sep 2015 – Apr 2016

3D Artist Intern
EA DICE, Stockholm

May 2012 – Aug 2013

3D Artist
Forgotten Key, Karlshamn
www.forgottenkey.se

May 2014

Volunteer
Nordic Game Conference, Malmö
www.nordicgame.com

Education

Aug 2013 – April 2016

Game Art
The Game Assembly, Malmö
www.thegameassembly.com

Aug 2010 – jun 2013

Digital Games, game graphics
Blekinge Institute of Technology, Karlshamn
www.bth.se

Software & Language

3D:

Maya
Zbrush
Modo
Marvelous Designer
Agisoft Photoscan

Engines:

FrostEd
Unreal Engine 4
Marmoset Toolbag 2
Unity

Swedish

English

2D:

Photoshop
Quixel Suite
xNormal
Knald

Video:

Premiere Pro

Native speaker

Full professional proficiency