

Jonas Larsson

QUALIFICATION SUMMARY:

I am a graphical artist specialized in texturing, effects and environmental design. I have experience of working in a fast-paced, constantly changing environment. I am trustworthy and committed to what I am doing. I feel confident in interacting with individuals at all levels within a company. I am always attentive to details since my experience tells me it is a pre-requisite working as an artist. My capabilities include:

- Autodesk Maya
- Adobe Photoshop
- UDK
- Ogier
- Adobe Premiere

EXPERIENCE HIGHLIGHTS:

Texture/Effects artist - STARBREEZE STUDIOS (2010/09-2011/09)

- I worked on the newly released EA Game SYNDICATE.
- I have gained experience of the importance of close teamwork, hitting the deadlines and get as good quality as possible within the timeframe I have been given.

Modeling- ALMI, MINISTUDIOS

- I created a model of a new product that was later presented in the TV show Dragons Den.

EMPLOYMENT HISTORY:

Adecco - Consultant, Borås.

Gefle Transportsystem - Taxi driver, Gävle.

Sören Thyr AB - Consultant, Gävle.

Flyttgrabbarna - Moving firm, Gävle.

Kabab - Scaffolder, Gävle.

Smurfit kappa - Warehouse worker, Gävle.

INTERESTS:

Movies.

Computer Games.

Art and Design.

Workout.

EDUCATION:

gsCEPT, Luleå University Of Technology (LTU).

Natural science, specialized in mathematics and computer science, Polhemsskolan in Gävle.