

Adam Johansson

Email: contact@Adam-Johansson.com

Portfolio: artstation.com/s_ource

OBJECTIVE

I want to be a part of a friendly and passionate team and work together to create memorable experiences for people. I like to push and improve myself and love to learn new things.

EXPERIENCE

2016 - Present	Massive Entertainment <i>massive.se</i>	Environment Artist: While being at Massive I have been on the Division and Avatar team. My responsibility has varied a lot depending on which state the projects have been in. I have done vegetation RnD, set dressing, temp lighting, prop creation, layout for some non-combat areas, asset request, outsourcing feedback, node graph setups for props, templates/prefabs and splines. I also onboarded some new team members.
2012 - 2012	Rotating Cube Games (HL2 Mod) <i>moddb.com/mods/mindworld-shattered-dreams</i>	3D Artist: I worked on creating props and first person models, took them from high poly to finished material and implementation. Filled in gaps in design where 2D concepts did not cover everything or did not transfer over to 3D.
2011- 2011	Strong Expo <i>strongexpo.com</i>	Freelance 3D Artist: I was responsible for visualising booths in 3D based on briefs and style guides from different companies. I iterated based on feedback and also gave suggestions for ideas.

SOFTWARE

3D Studio Max	<i>Proficient</i>	Substance Painter	Very Comfortable
Maya	<i>Proficient</i>	Substance Designer	Comfortable
Photoshop	<i>Proficient</i>	Zbrush	Comfortable
Snowdrop	<i>Proficient</i>	Mudbox	Comfortable
Blender	Very Comfortable	UE4	Comfortable

EDUCATION

2014-2017	The Game Assembly <i>thegameassembly.com</i>	Advanced Diploma in Higher Vocational Education in Game Art .
2009 - 2012	MTU Media Design <i>mtu.nu</i>	Upper Secondary School. Focus on 3D, photo and film creation.

LANGUAGE

Swedish	Native language
English	Full professional proficiency