

Adam Johansson

Email: contact@Adam-Johansson.com

Portfolio: www.Adam-Johansson.com

Location: Malmö

SUMMARY

I'm an enthusiastic 3D Artist that has a big passion for bringing game worlds to life. I love giving them atmosphere and character while trying to keep them believable and grounded.

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>	Focus on 3D, Photo & Film

SKILLS

●●●●○	Maya	<i>Experienced</i>
●●●●○	3D Studio Max	<i>Experienced</i>
●●●●○	Photoshop	<i>Experienced</i>
●●●○○	Zbrush	<i>I handle this program effortlessly.</i>
●●●○○	Mudbox	<i>I handle this program effortlessly.</i>
●●●○○	Substance Painter	<i>Good understanding.</i>
●●●○○	NDO2	<i>Good understanding.</i>
●●○○○	UE4	<i>Good understanding.</i>
●●○○○	Source Engine	<i>Good understanding.</i>

EXPERIENCE

2015	Nordic Game Conference	<i>Volunteer</i>
2012	Rotating Cube Games (HL2 Mod)	<i>3D Artist</i>
2011	Strong Expo	<i>3D Artist (freelance)</i>

LANGUAGE

Swedish	Native language
English	Full professional proficiency