

CV

SOFIA

HANSSON

3D-artist

Sofia.Hansson@live.se

+46 (0) 707 19 99 96

Stockholm, Sweden

Portfolio:

<http://sofiahansson.wixsite.com/minsida>

EDUCATION

Playground Squad, Falun (2015-2017)

Two years of classes and projects in 3D modelling.

Åsö Vuxengymnasium, Stockholm (2013-2014)

One year of media classes, covering 550 high school points

Spånga Gymnasium, Stockholm (2010 - 2013)

High school education in Natural science

EMPLOYMENT HISTORY

Postnord AB (2014-2016 part time)

Work at the Swedish post sorting terminal during Christmas and summer holidays

City Gross (September 2014 - November 2014)

Work at grocery storage terminal to stock food bags ready for delivery

Action people (Summer 2015)

Demonstration of new products in different grocery stores

PROJECTS

Color Clash: PC (Tengine)

First five weeks school game project. My involvement in this project was to work with environment and props.

Labrys - Tournament of Time: Playstation 4 (Tengine)

Second game project at Playground Squad. Ongoing for 9 weeks and my involvement was to work with the characters and textures.

Searchlight: PS VITA (Tengine)

Third game project at Playground Squad. Project currently ongoing.

September 2016

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SOFTWARE

Autodesk Maya

Advanced

Marmoset toolbag 2

Advanced

Tortoise HG

Moderate

Autodesk Mudbox

Advanced

xNormal

Experienced

Unreal engine 4

Basic

Adobe Photoshop

Advanced

Substance Painter

Experienced

Z-brush

Basic

SPECIFIC ART COMPETENCES

Character design

Low poly modeling

High poly modeling

Sculpting

Retopology

Baking

Texturing

Rigging

Animating

OTHER COMPETENCES

Scrum and Agile methodology

PLATFORMS

PC

PlayStation 4

PlayStation Vita

Languages

Swedish (Native language)

English (fluent)

September 2016