

Objective

- Passionate artist who loves to take on new challenges and directions
- To hone my craftsmanship and grow as an artist
- Be part of a great team of individuals

Key Skills

- High- and Lowpoly modeling
- Adapt to different texturing styles
- Colour and Shading
- Realtime material creation

Professional Experience

October 2009 - Present:

Frontier Developments, Cambridge, UK

Unannounced Project
- Environment Artist

Kinectimals (Xbox 360 Kinect) Frontier Developments, Microsoft Game Studios
- Environment Artist

October 2008 - June 2009:

GRIN, Gothenburg, Sweden

Terminator Salvation (Xbox 360, PS3, PC) GRIN, Evolved Games
- Environment Artist / 3D Artist

Unpublished Project (Xbox 360, PS3, PC)
- Environment Artist / 3D Artist

Mod Experience

April 2007 - 2009

Decadence Half-Life 2 Modification (www.decadencemod.com)
- Environment Artist / Level Designer / 2D Artist

2004 - 2006:

Unreal Tournament, Custom levels and textures

Software Knowledge

- Photoshop
- 3ds Max
- Maya
- Zbrush
- Unreal Engine

Education

2006 - 2008:

Computer Game Development - Graphics, University of Skövde

2003 - 2006:

NITI School of Media

Recommendations

"Pontus is one of the most driven new artists I've worked with, a patient listener, eager to learn and does so fast. He has an artistic eye and a good feeling for color and shading. I've been working as his lead artist for several months and he never stops improving. He grew accustomed to the team in just a week and has ever since been a great asset for us. I am sad to see him go but I wish him the best luck and hope that we will work together again some day."

Thomas Lilja

Lead Artist GRIN