

Erik Adrian Nilsson.

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I'm a 2D artist with 3D experience, and I love to create original designs and outstanding games as part of a team. I am driven, determined and flexible to change. I love my work and always aim to improve and learn from others. I also work fast but with care, always having a stream of designs and ideas in my head.

Experiences.

September 2014 – September 2015, junior 2D artist at Paradox South.

Worked as a 2D artist on *Crusader Kings 2* and *Stellaris*.

September 2013 – April 2014, Intern at Massive Entertainment, a Ubisoft Studio.

Worked as a *concept artist* on *Tom Clancy's the Division*.

May 2012, 2 day volunteer during Nordic Game.

Worked in the reception and helped people with what they needed.

February – April 2010, Intern at Aikona Games AB.

Created a level for the game *Sky Heroes* using Maya and Photoshop, in a team of five artists.

February – April 2010, Intern at Aikona Games AB.

Created a 2D comic book-styled trailer for *Sky Heroes*, in a team of three artists.

September 2007, Intern at Upside Studios AB.

Worked as a game tester.

Education.

August 2011- June 2013 The Game Assembly, Hermods AB, Malmö.

Game Art. Advanced Vocational Education.

2D Concept art and texturing.

3D Modeling and sculpting.

8 game projects, - (1 game = about 9 weeks halftime.)

<http://www.thegameassembly.com/>

August 2008- June 2011 Ljud Och Bildskolan Lund.

Game Art-Game Design. Upper Secondary.

3D modeling, texturing.

Game design Theory.

3 game projects.

<http://www.thegameassembly.com/>

Software's.

5 Excellent.

4 Advanced.

3 Intermediate.

2 Basic.

1 Tested.

Photoshop.

4

Mental Mill.

2

Maya.

4

Unity.

2

Zbrush.

3

Unreal Development Kit.

2

Mudbox.

3

Lightwave.

2

x Normal.

3

Construct 2.

4

Languages.

Swedish fluent (mother tongue)

English fluent.

Linked In .

<http://www.linkedin.com/in/eriknilssonsweden>

Blog.

<http://eanart.blogspot.se/>

References.**Patrik Lindkvist**

Lead Artist at Massive Entertainment - A Ubisoft Studio

Email: patrik.lindkvist@massive.se

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Madeleine Lundberg

Generalist at Massive - A Ubisoft Studio

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Phone: +46 0733-922647

Victor Rathsmann

UI Artist at Massive Entertainment - A Ubisoft Studio

Email: victor.rathsmann@massive.se

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Carl-Emil Andreasson

Junior Character Artist at Massive Entertainment - A
Ubisoft Studio

Email: carl-emil.andreasson@massive.se

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Peter Trappe

Art director for mobile applications at Massive
Entertainment - A Ubisoft Studio

Email: peter.trappe@massive.se

peter@petertrappe.com

Phone: +460732440075

Mikko Tahtinen at Proactive Gaming Scandinavia AB
(former at Aikona games AB)

Email: nfo@choke3d.com

Recommendations.**Patrik Lindkvist**

Lead Artist at Massive Entertainment - A Ubisoft Studio

“Erik has been with us here at Massive for almost as long as this team have existed. He is a very dedicated and creative concept artist who also knows his way around 3d modeling and texturing. I have never had an intern who's been so involved in a project as Erik. He felt like a part of the team as soon as he came through the door at the office and he quickly became a good friend to all of us here. He's been a vital part of the team ever since.”

March 25, 2014, Patrik managed Erik at Massive Entertainment - A Ubisoft Studio

Mikko Tahtinen

at Proactive Gaming Scandinavia AB

“Erik is a student with a drive to improve and make quality work. I'm pleased that I had the opportunity to know Erik and his team while working on Sky Heroes. I believe Erik is a skilled student that will contribute to any company he chooses to work at.”

June 19, 2011, Mikko managed Erik at Aikona Games AB