

CV

Malmö 16-02-14

Mikael Nettelbladt

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Education

aug 2011 – apr 2014

Game Art

The Game Assembly (550 YH-pp)

Advanced Vocational Education

Hermods AB, Malmö

<http://www.thegameassembly.com>

Experience

sep 2013 – apr 2014

Visual Dreams

Game art intern.

Worked as an environment art and 3D generalist on the game "Slam Dunk Basketball 2"

<http://www.visualdreams.se/>

jun 2014 – oct 2014

Zosap AB

Freelance Environment artist.

Created and polished levels for a mobile title

nov 2014 – dec 2015

Massive Entertainment

Junior Outsourcing Artist.

Prepared and polished assets for outsourcing, as well as other various art tasks for Tom Clancy's The Division

<http://tomclancy-thedivision.ubi.com/>

Software

- Maya
- Photoshop
- Zbrush
- Unreal engine
- Xnormal
- Worldmachine
- Crazy bump
- Cubemapgen
- Unity
- Ddo

Languages

- Swedish - Fluent (mother tongue)
- English – Full professional Proficiency