

◆ LEO BRYNIELSSON, CV

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◆ Education

2011-2014 Kungshögaskolan - 3D & Art,
Mjölby
2016-2018 PlaygroundSquad - 3D Graphics,
400 YHP, Falun

◆ Employment

2012-2014 Ombergs Turisthotell - Gardener
Involved lots of initiative and flexible solutions
2014-2015 Levy Restaurants - Cashier
2014-2016 SPG Arena - Cashier
Learned to handle all sorts of people in stressful situations
2015-2016 (Summers) Gröna Lund - Tivoli worker
Teamwork and social ability was the key at Gröna Lund

◆ Software Proficiency

Maya
Mudbox
3ds Max
Substance Painter
Unreal Engine 4
Unity 2017
Photoshop
After Effects
Vegas Pro

◆ Experience

2016 - Worked on the game Ninjato which is a top-down arena brawler for 2-4 players developed in the timespan of five weeks by a group of 14 people.

My roles on this project were the ones of a Concept Artist, Lead Environment Artist & UI Artist.

2017 - Worked on the game Voyage, a 2.5D sidescroller focusing on ambience and atmosphere. It was developed for the playstation vita in the timespan of 9 weeks.

My roles on this project were mainly creating the environments and giving art direction.

◆ Awards

Art Scholarship - Kungshögaskolan, 2014
Worker of the month - Gröna Lund, May 2016

◆ Language

Swedish: Native
English: Spoken and written

Contact me for references