

# ◆ LEO BRYNIELSSON, CV

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## Education

2011-2014 Kungshögskolan - 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  
2015-2017 (Summers) Gröna Lund - Tivoli worker  
Teamwork and social ability was the key at Gröna Lund  
2017-Present Zoink Games - Digital Artist/Environment & Texture Artist.

## Software Proficiency

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

## Experience

### PlaygroundSquad:

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.

2017 - Worked on the game Lost Light as the Art Director and as one of the environment artists.

### Zoink Games:

2017 - Worked in production on the game Flipping Death, helped out with various tasks including decorating levels, fixing textures, tweaking cutscenes and creating fx.

2018 - Worked as the only environment and texture artist on the game Ghost Giant. Included lots of responsibility and creative freedom.

## Awards

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

## Language

Swedish: Native  
English: Spoken and written

Contact me for references

