

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
2014-2015 Levy Restaurants - Cashier
2014-2016 SPG Arena - Cashier
2015-2017 (Summers) Gröna Lund - Tivoli worker
2017-2025 Zoink Games/Thunderful Games - Senior Environment/Level Artist, Concept Artist & Art Direction

Software Proficiency

Blender, 3ds Max, Maya, Substance Painter, Substance Designer, Quixel Mixer, Unreal Engine 4 & 5, Unity, Photoshop, After Effects, Adobe Premiere, 3dCoat, Zbrush, WorldMachine, Speedtree, etc.

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 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 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/Thunderful 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.

2018-2019 - Worked as the only environment and texture artist on the game Ghost Giant. I also provided concepts & helped out with Art Direction. Included lots of responsibility and creative freedom.

2019-2021 - Worked as one of two environment artists on Zoink's biggest game to date - Lost In Random. I built the majority of the environments and also played a big role in overseeing the asset pipeline, giving feedback to other artists, creating concepts & helping out with Art Direction.

2021-2024 - Worked on an unannounced project as Senior Environment Artist. Responsible for the environment art pipeline and also creating the visual benchmark for the environments. I've been a core part of establishing the Art Direction for the project as well. This includes creating benchmark concepts, creating benchmark environments, giving feedback to other artists and setting up documentation such as Art Bible, Miro Boards and the like. For a limited time I also worked as Interim Art Lead which included looking at the scope of the project and planning for the art team.

Awards

Art Scholarship - Kungshögaskolan, 2014
Worker of the month - Gröna Lund, May 2016
Best Art for the game Lost In Random - Nordic Games, 2022

Language

Swedish: Native
English: Spoken and written

Contact me for references