

LEO BRYNIELSSON, CV

Klassikergatan 17
42241, Hisings Backa
Leo.brynielsson@hotmail.com

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

Software Proficiency

3ds Max, Maya, Substance Painter, Quixel Mixer, Unreal Engine 4 & 5, Unity, Photoshop, After Effects, Vegas Pro, Adobe Premiere, 3dCoat, 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 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/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.

Awards

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

Language

Swedish: Native English:
Spoken and written

Contact me for references

