

Disenjo.com

PORTFOLIO OF OLA SUNDBERG, CHARACTER ARTIST

Stockholm, Sweden

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I've got eleven years experience of games graphics both for the web and for PC games. The last four years I've worked as a Character Artist at online gaming company Net Entertainment where I've been focusing on Zbrush. I mostly sculpt characters and creatures depending on what project I'm working on.

With my freelance background I have no problem to adapt to different styles.

I'm also interested in anatomy and sculpting and I apply that to my work.

Experience

Character Artist

Net Entertainment

Stockholm, Sweden

May 2008 - Present

At Net Entertainment I work on video slots. Even though my work is mostly in Zbrush I also do general graphics, logotypes and 2d animations in between characters. I started doing work in Zbrush at Net Entertainment four years ago.

Motion Designer

Otto Stockholm/Klirr

Stockholm, Sweden

Oct 2007 - May 2008

At Otto/Klirr I worked with motion graphic and graphic design for online campaigns. I also did concept work for pitches. I worked in After effects, Flash, photoshop.

Flash Designer/Graphic designer

Stockholm, Sweden
Oct 2005 - Aug 2007

EA DICE

I worked on the menu for Battlefield 2142 and Battlefield 2142 - Northern Strike. 2D graphics for the menu. 2d medals graphics for the menu. My work was somewhere in between graphics and motion design.

Illustrator/Motion designer

Stockholm, Sweden
Jun 2001 - Oct 2005

Freelance - Disenjo

Here is some of the work I did as a freelance:

PAN Vision, Illustration Animation — 2001-2005

Halvan och flygplanet (2005, PC game for kids) PAN Vision.

Character design, 2d graphics, 3d graphics(low poly meshes).

Photoshop och Maya.

Backpacker 3 – Americano (2004, PC PAN Vision. 2d graphics.

Photoshop and Flash.

Backpacker 3 – Mediterraneo (2004, PC) PAN Vision. 2d graphics.

Photoshop and Flash.

Backpacker 3 (2004, PC) PAN Vision. 2d graphics. Photoshop and Flash.

Tewonder, Illustration, Animation, 3d-artist, Motion design — 2004-2005

I worked on many different projects during 7-8 months as a freelance at Tewonder. I worked with both 2D and 3D graphics for online campaigns and mini games. Work made in Maya, Flash, Photoshop and After Effects. Clients: Onitsuka tiger, Kexchoklad, Svenska spel, Arla among others.

Education

Bachelor degree in Illustration

Eskilstuna, Sweden
Aug 1998 - Jun 2001

Mälardalens högskola

Illustration education, both traditional and digital.

Birkagården, Sculpture course

Jan 1996 - Jun 1996

Traditional sculpture

Nyckelviskolan, Art school

Aug 1995 - Jun 1996

Art school. Painting, drawing and sculpting.

Ola Sundberg

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