

## CURRICULUM VITAE

### Education

Sept 2013 - Present	Technical Artist program 1.5 years 300 YHP Higher Vocational Education, The Game Assembly, Malmö, Sweden With focus on game making
Aug 2010 - April 2013	Game art program 2.5 years 110 KY Points Higher Vocational Education, The Game Assembly, Malmö, Sweden With focus on game making
Aug 2006 - Jun 2009	Upper Secondary School Mediegymnasiet, Malmö Sweden Field of study: Graphic Design

### Work Experience

5 - 20 Aug 2013	Freelance, Defrost Games, Building Levels for Project Temporality <a href="http://www.defrostgames.com">www.defrostgames.com</a>
Aug 2012 - April 2013	Intern at Defrost Games as Environment Artist on Project Temporality <a href="http://www.defrostgames.com">www.defrostgames.com</a>
23-25 May 2012	Volunteer, Nordic Game Conference, Malmö, Sweden
10-12 May 2011	Volunteer, Nordic Game Conference, Malmö, Sweden

### Skills

Autodesk Maya	Very good knowledge
Adobe Photoshop	Very good knowledge
Python	Good knowledge
Ndo2	Good knowledge
Pixologic Zbrush	Good knowledge
Xnormal	Good knowledge
Mig Normal Tools	Good knowledge
World Machine	Good knowledge
Unreal Development Kit 3	Good knowledge
Unity	Basics knowledge
PBL	Experience working with Physically Based Lighting
Modularity	Good knowledge of creating modular assets and tiles

### Language

Swedish	Native language
English	Full professional proficiency

### Portfolio

[www.filipericsson.com](http://www.filipericsson.com)

References can be given upon request