

CV



Education

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|------------------------|---|---------------|
| Aug 2014 – | Game Artist – The Game Assembly
thegameassembly.com
Vocational Game Artist education. | Malmö, Sweden |
| Aug 2008 –
Jun 2011 | Game design and Graphics - University of Gotland
campusgotland.uu.se
Degree of Bachelor of Arts with a Major in Game Design. | Visby, Sweden |








Employment

- | | | |
|------------------------|--|-------------------|
| Sep 2012 –
Oct 2013 | QA Tester - DICE EA
QA tester on Battlefield 4 and Battlefield 3 expansions.
<i>“Jonatan is extremely easy going, hardworking, self-driven and a true team player.”</i> | Stockholm, Sweden |
| May 2012 –
Aug 2012 | QA Internship - EASY Studios
QA tester on Battlefield Heroes.
<i>“Jonatan has been a helpful addition to the team and executed his tasks properly”</i> | Stockholm, Sweden |
| Nov 2011 –
Mar 2012 | QA Tester - Keywords International
Language Quality Assurance for localization.
<i>“Jonatan carried out all his tasks in a very professional and timely manner. He worked well in a team and showed a pro-active approach.”</i> | Dublin, Ireland |
| May 2011 | Tutor - University of Gotland
Tutored students at my university in 3D modeling.
<i>“Jonatan has performed his work carefully, responsibly and with sound judgment”</i> | Visby, Sweden |



Skills

- | | | |
|-------------------|---|--|
| Zbrush |  | Often used and well experienced in. |
| Photoshop |  | Used at an every day basis. |
| Maya |  | Able to create varying types of model fast and easy. |
| Substance Painter |  | Can quickly and accurately create game ready textures. |
| Unreal Engine 4 |  | Well versed in asset pipeline. |



Languages

- | | |
|---------|-------------------------------|
| Swedish | Native language |
| English | Full professional proficiency |