

# CV - Patrik Rosander 2016

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## Work experience

2014-11 – Present

### **Self employed**

*Freelance Concept artist*

Creating concept art & illustrations for the games industry.

2013-08 – 2014-11

### **Pieces Interactive AB**

*Concept artist / 3d artist*

Responsible for concepting and creating environments based on established art direction. Developing and maintaining the art pipeline for a project that was released in 2016 as Kill to Collect.

For Magicka 2 I created concept art for several hero pieces and weapons. Towards the end of production I was in a supporting role helping out with modelling, level decoration, lighting and scripting.

2013-01 - 2013-06

### **Paradox South AB (Paradox Interactive)**

*Contract Character artist / Environment artist*

I did concept art, modelling and texturing for Magicka Wizard Wars player characters.

I briefly worked on The Showdown Effect. I created concept art and the visual level layout based on designer block mesh for the map "South Eastwood".

2012-04 - 2013-01

### **Pieces Interactive AB**

*Contract Concept artist / 3d artist*

Worked on internal IP development. Designed characters, environments, creatures and vehicles. Created in-game assets based on the concepts. Including modeling, texturing and animation.

I was responsible for the environments in Leviathan: Warships, a mobile title. I created concept art, models and textures.

## **Skills**

Character, environment and vehicle design, matte painting, high and low poly modeling, texture painting (non-pbr), basic animation and scripting.

## **Software**

Photoshop, 3d Coat, Keyshot, Maya.

## **Education**

2016

### **Learn Squared**

Intro to 3d Concept design with Jama Jurabaev.

2015

### **Schoolism**

Painting with Light and Color with Dice Tsutsumi & Robert Kondo.

### **CGMA**

Analytical figure drawing with Michael Hampton, Character illustration for film with Björn Hurri, Matte Painting with Anthony Eftekhari.

2008-2011

**Skövde University** B.A. in game art.

## **Languages**

Swedish, English.