

**Stellan Johansson** – 3D / 2D / Interface Artist / Art Director

## Summary

3 years of professional games experience.  
Expertise in Modeling, Texturing and Interface Design.

## Work Experience

- (Jan 2006 – May 2007)      **SPLASH DAMAGE** – London, UK  
Position: Artist
- Projects:
- "**Enemy Territory: Quake Wars**", Multiplayer FPS / id Tech 4 (PC, Xbox360, PS3).
  - Responsibilities included high / low polygon modeling and texturing.
- (May 2007- May 2009)      **GRIN AB** – Stockholm, Gothenburg, Barcelona  
Position: 3D Artist, 2D Artist, UI/HUD Designer & Artist, Art Director
- Projects:
- "**Bionic Commando**" - 3<sup>rd</sup> Person Action / Diesel Engine (PC, Xbox360, PS3).
  - Responsibilities included high / low polygon modeling and texturing. HUD-design, art and implementation supervision.
  - "**Bionic Commando – Rearmed**" – 2D/3D Sidescroller / Diesel Engine (PC, Xbox Live Arcade, Playstation Network).
  - Responsibilities included high / low polygon modeling, texturing, animation, rigging and concept-art.
  - "**Wanted – Weapons of Fate**" – 3<sup>rd</sup> Person Action / Diesel Engine (PC, Xbox360, PS3).
  - Responsibilities included high / low polygon modeling and texturing. Education and supervision of Visual Effects-team.
  - "**Terminator – Salvation**" – 3<sup>rd</sup> Person Action / Diesel Engine (PC, Xbox360, PS3).
  - Responsibilities included design, art and implementation supervision of all 2d aspects of the title. This includes all Menu-screens, HUD, Playstation Network, Xbox Live and Steam-assets.
  - Unannounced title**  
Responsibilities included Art Direction, creation of concept-art and Art team-management.

## Education

(Aug 2004-Dec 2005)      Playgroundsquad Falun - <http://www.playgroundsquad.com>

## **Skills**

Schooled eye for design, color, composition, layout and typography.  
Can adapt to a given visual style, follow concept art closely  
Able to meet deadlines .

## **Proficiencies**

Autodesk 3ds Max, Autodesk Maya, Adobe Photoshop, Mudbox, Subversion.

## **References**

Available upon request

## **Contact**

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## **Other:**

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