

CV - RESUME

JACOB LARSSON

3D ARTIST CHARACTER ARTIST



jacob.larsson@futuregames.se
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+46 707 52 03 99
Stockholm, Sweden

EDUCATION

Futuregames Academy - 2013-present

Advanced vocational education

3D Graphics program

Specializing in high poly, real-time & character creation

University of Skövde - 2010-2013

*Bachelor's degree in Media, Aesthetics
and Narrative*

Game development program

3D Graphics & 2D Graphics

PROJECTS & EXPERIENCES

Captain Mishap (Unity)

May 2014-June 2014

Captain Mishap is a seven week game project made at Futuregames. During the project we worked with weekly milestones evaluated by Microsoft. My responsibilities included character creation, texturing and level design.

Wasteland Warriors (Unity)

January 2014-February 2014

Wasteland Warriors is a four week game project that I took part in at Futuregames. It was nominated in the "Best Technical Execution" category at the Swedish Game Awards 2014. My responsibilities included making modular environment assets, props and textures.

Build 'N' Break (Unity)

April 2012-June 2012

A game made during ten weeks at the University of Skövde. During the project I mostly worked with 3D modelling, animation and texturing. The game was nominated for "Game of the Year" and won "Gamers Choice" at the Swedish Game Awards 2012.

WORK EXPERIENCE

Media Markt - 2007-2009

Retail sales, Game department

During a couple of years I worked with sales at the game department within Media Markt. The experience from Media Markt has helped me to more easily communicate with different kinds of people and to appreciate working within a group on a daily basis.

GameStop - 2006-2007

Retail Sales

GameStop is the world's largest retailer of video games and accessories. Thanks to the job at Gamestop I got valuable knowledge of the gaming market all of it's games, consoles and accessories.

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SOFTWARE & COMPETENCE

Adobe Photoshop	Advanced
Autodesk Maya	Advanced
Pixologic ZBrush	Advanced
Quixel SUITE	Advanced
xNormal	Advanced
Marmoset Toolbag 2	Advanced
Marvelous Designer	Intermediate
Adobe Illustrator	Intermediate
Adobe Dreamweaver	Intermediate
Autodesk Mudbox	Intermediate
Topogun	Intermediate
Keyshot	Intermediate
Adobe After Effects	Basic
Adobe Premiere	Basic
Unity	Basic
Unreal Engine 4	Basic

OTHER

Date of birth	1987-09-05
Swedish	Native speaker
English	Fluent