

EDUCATION

The Animation Workshop
2014 – 2018 BFA Computer Graphic Artist

The Drawing Academy (The Animation Workshop)
January -2013 – December-2013

Aljoscha Blau Gouache Workshop
March 2018

SELECTION OF PROFESSIONAL EXPERIENCES

Color Key Artist and **Concept Artist** on undisclosed project for Qvisten - 2025

In-house Art Director - Sun Creature studio - 2021-2024

Art Director on undisclosed project for Supercell - 2020-2021

Art Director on "Travel Oregon, Still Only Slightly Exaggerated" - Commercial - 2021
<https://www.youtube.com/watch?v=qi4fGPPPmGA>

Background painter on Genshin Impact "Scenery and Sentiment" Liyue and Monstadt - 2023
https://www.youtube.com/watch?v=_XwlRU2lrPM
<https://www.youtube.com/watch?v=gJe8sAMb3bE>

Concept Artist and **Background Painter** on "Hog Rider's Christmas Workshop" - Commercial - 2023
https://youtu.be/AQ99iVo_QC4?si=U8hU76jpEEpxYIHt

Background painter and **Concept Artist** on "Return to Valoran City - Star Guardian" - 2022
<https://www.youtube.com/watch?v=nEFcbKF4WfY>

Art Director on "Tales from the multiverse" - Tumblehead - Shortfilm - 2018
https://www.youtube.com/watch?v=WF9sq_2yPrc

Technical Art Director, Background Lead and **Composer** on "Reverie" - Short film - 2017
<https://www.youtube.com/watch?v=b6XdYJxPqnY&t=29s>

Freelance Art Director, Illustrator and maler for various clients 2012 - 2021

CLIENT LIST

Qvisten, Sun Creature Studio, Supercell, Riot Games, Minecraft, Genshin impact, Tumblehead, PSYOP, Playdead Games, Crossroads Studio

RELEVANT EXPERIENCES

Saruya Artist Residency (Fujiyoshida, Japan) 29/01/2024 - 24/04/2024

Norsk illustrasjonsfond - Reciever of Working grant/Project funding - 35 000 NOK - 2020

Nordic Talents 2019 Official Selection pitch "Project RIP" with Katarina Lundqvist

Painting trip to New Zealand for 6 months - 2018