

Resume

Otto Klevnäs Klang - Game Artist
Email: otto_klevnas_klang@zoho.com
Portfolio: www.ottoart.se

Skills

Major

Concepting
Digital painting
Organic sculpting
Texturing
Hardsurface modeling
Low-poly topology

Minor

Understanding of real time shading techniques
Unity scripting
Animation and rigging

Software Knowledge

Autodesk Maya
Autodesk 3ds Max
Adobe Photoshop
Pixelogic Zbrush
Unity

Work Experience

Kenshi, for PC

at Lofi Games Ltd, 2014-2016

My responsibilities were mainly concepting and 3d modeling of creatures, characters and props and user interface graphical design, but also dipped into hiring and managing freelancers, animation and rigging, developing pipelines, creating particles and effects, and marketing art.

Jupiter Hell, for PC

at Chaos Forge, 2014

My responsibilities were concepting and 3d modeling of characters and environments.

Star Admiral, for Mobile

at Hardscore Games UG, 2013

My responsibilities were mixed due to the small team size but covered mostly UI, 2D art and effects in Unity.

Assassin's Creed III: Liberation, for PlayStation Vita

at Ubisoft Sofia, 2011

I worked as a Environment Artist Intern, which was the last part of my education at the Game Assembly.

Education

The Game Assembly, Malmö, 2009-2011

Advanced Vocational Education (110p)

Started the fall of 2009 and finished the spring of 2012.

Languages

Swedish, native language

English, fluent in writing, reading and speaking

Spanish, a tiny bit

Other

Volunteer at Nordic Game Conference 2010

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