

CURRICULUM VITAE

Personal Information

Name
Address
Telephone
E-mail
Portfolio

Oscar Samuelsson
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Nationality
Date of birth

Swedish
06-10-1985

Work Experience

2008-Current
Funcom AS
Visual Artist

Worked at a smaller project called Pets vs Monsters aimed towards kids aged 8-12. Since it was a smaller team, I worked with everything from character and environment art, to technical documentation and advanced particle systems.

2008
Statistiska Centralbyrån
Interviewer

Calling people to conducting telephone interviews, as a basis to gather statistics on a variety of subjects for the Swedish government.

2006
Kennet Båth AB
Intern, Graphic Designer

Web oriented advertising agency in Örebro, Sweden. My job was to design new webtemplates for online shops and product e-mails. Also handled some customer support.

2006
Tuvemark AB
Intern, AD-Assistant

Advertising agency in Gothenburg, worked a lot with layout for print, and retouching of model photographs.

Education

2004-2006
School of Future
Entertainment (SOFE)
Digital graphics

SOFE at Blekinge Tekniska Yrkeshögskola.
Courses: 2D & Concept, Maya - Introduction, Maya - Intermediate, Maya - Advanced, Shading & Rendering, Dynamics in Maya, Short film project, Game concept, Visual effects project, Animation project, Special project, Internship 1 and Internship 2.

2001-2004
Viskastrands Gymnasiet
High School
Graphic design

A high school in Borås, Sweden. Base high school education but with a heavy focus on graphic design.
Additional courses: History and Programming

Commisions of trust

2005-2006
Student Union

Member in the student union on the Karlshamn campus.
Selected by the students on Karlshamn campus, to build up and maintain an organized student meeting place and pub.

Personal Skills

Native Lanuage
Other Lanuages

Swedish
English

Application Knowledge

3d-Studio Max, Backburner, Mental ray, Maya, Photoshop, Z-brush, Jops (Java-particle editor), Fun-world Editor, Illustrator, Indesign, After effects, Premier, Vegas, Digital Fusion, Flash, Quark Xpress, Corel Draw, Microsoft Office.
Can work unrestricted on both PC and Mac.

Refferences

Didrik Tollefsen
Producer
Funcom

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Jon Wright
Art Director
Funcom

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