

# Adam Fransson

Nationality: Swedish • Date of Birth: 20 Dec. 1989

## Contact

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## Profile

**Objective:** I am constantly seeking to evolve myself further and gain more knowledge and expertise as an environment artist and a creative artist in general.

## Key Skills

(+) Proficient or (-) familiar with a vast array of applications and some web-languages including :

### Applications:

- Autodesk 3ds Max (+)
- Autodesk Maya (+)
- Pixelogic ZBrush (-)
- Unreal Development Kit (+)
- Sandbox 2 Editor (-)
- Adobe Photoshop (+)
- TES III - IV Editor (-)

### Web-Languages:

- HTML
- CSS

## Education

**2005 to 2008**      **Upper-Secondary School - Media Programme**      *"final examination"*  
Brinell Gymnasiet Nässjö, Sweden

**2008 to 2010**      **(KY) Qualified Vocational Education - Digital Graphics**  
SOFE, Karlshamn - [www.sofe.se](http://www.sofe.se)

## Work Experience

### Freelance Environment Artist (Self-employed)

It's about time to finally kick into gear and start some proper freelancing. Alongside with privately held projects I've also worked for clients such as Art bully Productions and Streamline Studios.  
*August 2010 - Present*

### Assistansia

I'm employed as a personal assistant for a young girl with spina bifida cystica (myelomeningocele). I assist and spend time with her when available. Mainly during holidays. *May 2007 - Present*

### Streamline Studios - [www.streamline-studios.com](http://www.streamline-studios.com)

I were hired as a contract environment artist, working on a currently unannounced title. My tasks varied from high/low-poly modeling, sculpting, uv-mapping and texturing. *August 2010 - September 2010*

### Quantum Flux Studios LLC

Working on the retail version of Prometheus, the Make Something Unreal Contest's award-winning mod. *April 2010 - September 2010*

### Art Bully Productions LLC - [www.artbullyproductions.com](http://www.artbullyproductions.com)

I were hired as a subcontractor and worked with the Art Bully team on a game called Nexuiz, developed by Illfonic. Following an already established art-style my tasks consisted out of high and low-poly modeling as well as uv-mapping and texturing. *March 2010 - May 2010*

**Prometheus - Make something Unreal**

A Final Phase submission for Epic's 1 million dollar "Make Something Unreal" challenge. I was brought in to the Prometheus project to complete a range of high quality - short timeframe props and assets of consistent design and style, to compliment the already-established art direction the project had developed. *October 2009*

**Forum Moderator - www.Game-Artist.net**

I were a moderator at said forum, running forum challenges such as the 'Speed Texturing Challenge' and the 'Game-Artist Mini Challenge'. As well as being involved in general moderator activities and partly involved in the main 'Lowpoly Competitions'. *May 2008 - October 2009*

**Forum Leader - CG Society**

In CG-Society's co-op and adoption of Game-artist.net, I were also appointed a Forum Leader at CG-Society's forums. *June 2008 - October 2009*

**Activities and Interests**

|                       |  |
|-----------------------|--|
| <b>Games</b>          | A great passion for playing and modding games. Aswell as producing game-art.   |
| <b>Webdesign</b>      | Not one of my major skills, but a fun hobby and something I enjoy doing.   |
| <b>Graphic Design</b> | I enjoy designing digital graphic art such as posters, leaflets etc.   |
| <b>Multimedia</b>     | I enjoy and have been educated in multimedia, which would include but not limited to writing actionscripts, editing/recoring audio, photography, animation, video and interactivity. |

**Languages**

|                         |                                   |                                 |
|-------------------------|-----------------------------------|---------------------------------|
| <b>Swedish</b> (Native) | <b>English</b> (Spoken & written) | <b>German</b> (Basic Knowledge) |
|-------------------------|-----------------------------------|---------------------------------|

**References**

References are available upon request, but can also be found along with recommendations on my linkedin profile - <http://se.linkedin.com/pub/adam-fransson/18/2b/bb4>