

CV

Peter Johansson

Mail: petzon_80@hotmail.com

Portfolio: www.artbypeterj.com

Presentation

I am a diverse illustrator and 3D artist with about ten years of production experience. I am to a large part self taught in my areas of expertise as I have a genuine personal interest in what I do and set very high standards for myself. To constantly evolve I try to stay updated on the competition and often reflects on what is required to "stay in the game" so to speak. My motivation most often comes from the feeling of joy when I realize we managed to push my skills further since the last time.

Skills

Technical

- Create illustrations, paintings, textures and 3D models for a large number of applications
- Extensive technical knowledge in the field of games
- Optimization and planning of project content
- Quick and effective communication through layout
- Extensive general computer knowledge (word processing, internet, mail, file handling, hardware)
- Extensive experience of Photoshop and 3D studio MAX
- Experience of Illustrator, Painter, Maya, Zbrush, Mudbox, Sketchup, Subversion, Indesign
- Speaks and writes english fluently

Personal

- Actively lead/participate in creative processes and production
- Communicates fast and efficiently and pursue information
- Ability to solve practical problems
- Inhibits a positive and creative attitude
- Constantly searching for knowledge in order to evolve
- Can handle stress and is used to work toward deadlines

Work

My own company (presently)

During the fall of 2009 i have done some freelance work for a few clients within the Game and Movie industry.

Grin AB (2000 - 2009)

I have been working at Grin as an artist with a very wide range of tasks during the years. I started out as a "texture artist" and worked my way up the ranks as "3D artist", "Lead artist", "Concept artist" and "Art director". I have during the years also made business-trips to Paris, Amsterdam and Los angeles among other places. Below is a list of the main projects I have been working on, also included are for what platform and my position at the time.

Ballistics, PC/Arcade, Texture artist

Bandits - Phoenix rising, PC, 3D/texture artist
Vultures, Xbox, 3D/texture artist
Bandits racing, Arcade, 3D/texture artist
A large number of Unannounced pitches and tech demos, PC/Xbox, 3D/texture artist
Volvo driving simulator, PC, 3D/texture artist
Ghost Recon - Advanced warfighter, PC, Lead 3D/texture artist
Ghost Recon - Advanced warfighter 2, PC, Lead 3D/texture artist
Bionic Commando, PC/Xbox360/Ps3, Concept artist
Bionic Commando Rearmed, Xbox live, 3D/texture/concept artist
Terminator Salvation, PC/Xbox360/Ps3, Art director and Concept artist
Un announced Square Enix projekt, Xbox360/Ps3, Assistant art director and Concept artist

Sveriges radio Örebro (1999 - 2000)

During one year I worked with developing and updating the local radio-channels web portal. Which included producing graphics, creating layout, photography and programming. During a period I also worked as a traffic and service reporter and was involved in the radio production.

Education

After my first nine years in school i continued to a media related education for three years where I focused on image reproduction/printing, illustration and graphics. As I graduated I almost emidiately started working.

Misc

My private interests often reflect what I do professionally and vice versa. Since I was a kid I've had a big interest in technically related things and construction. Scale models of all kinds is one of my big personal interests, but also things like electronics, programming and photography. Everything is connected in some way to creative efforts. Nowadays I also like to stay in shape and I prefer to swim and take long trips on my bicycle. Pushing yourself twohundred kilometers on the bike can also be a way of relaxing I've learned.

During the fall of 2009 and I have spent time on learning how and setting up a company of my own in the purpose of ding freelance work, which is something that I've been thinking about for a long time.

My online portfolio contains alot of samples of both my professional and private work.

References

References can be provided on request. As this is a public version of my CV I can't publish other peoples personal information here.

Links

My portfolio: www.artbypeterj.com

My LinkedIn profile: <http://se.linkedin.com/in/lillpeter>