

Lena Sonnbrink

(+46) 73 57 14 773

lena.sonnbrink@gmail.com

[Artstation](#)

[Portfolio site](#)

[LinkedIn](#)

EXPERIENCE

Game jam “Jul Jam”, Stockholm – Event organizer

December 2019

A 48 hour game jam I organized at Futuregames.

Adsets, Stockholm – Graphical designer

July 2014 - December 2018

Flexible work where I worked with producing mockups for Rich Media ads, designing material specifications for customers, QA testing of ads, as well as developing interactive 3D ads. I worked closely with the developers and the production team to be able to ensure proper products.

Caliptus, Stockholm – Event staff

September 2013 - July 2014

Part-time job where I worked during specific events, and held product demonstrations for marketing purposes in various grocery stores in Stockholm.

Tecia, Stockholm – Freelance illustrator

July 2012 - December 2012

Designed illustrations for the app game "Tiny Videos", assignment-based work with own working hours.

CreApe, Stockholm – Internship in 3D graphics

January 2009 - November 2009

Internship in 3D modeling, texturing and rendering.

SKILLS

Adobe program; Photoshop, illustrator, Indesign, After Effects.

Print for newspaper

Autodesk Maya.

Pixologic Zbrush.

Unreal Engine

Unity

Marmoset Toolbag

Substance; Painter and Designer.

AWARDS

Art exhibition, 2010

Final project in high school where I planned and organized my own art exhibition at Dieselverkstaden in Nacka.

Finalist in "Röj en mina", competition organized by the UN. Design competition where I created a t-shirt print that communicated the problem of mine bombs.

EDUCATION

Futuregames, Stockholm – 3D artist

September 2019 - Now

3D art education for game development, different courses with seniors from the industries as well as game projects ranging between 2 to 7 weeks

Folkuniversitetet, Stockholm – Japanese language

September 2017 - 2019

Language education in Japanese.

Stockholm University, Stockholm – Bachelor Program in Game development

September 2010 - July 2013

System Developer Education with a focus on game design. Courses including 3D modeling, animation and game design, etc.

During the final exam project, I was responsible for the animation process (rigging, skinning, animation), but was also involved in the texturing and UX.

Stuthälsan, Stockholm – Catering Manager

in January 2012

Two days of training in responsible alcohol service (catering manager).

Nackademin gymnasium, Stockholm – Image and design

September 2007 - June 2010

High school education where I learned how to make digital and traditional design and art.

COMMISSION OF TRUST

Student union DISK, Stockholm – Board member

January 2012 - January 2013

I was first alternate in the board for Student union DISK at Stockholm University. I arranged events for students at the school and was active in decision-making within the union.

In addition to the board position, I have also been a committed member in the union's various sections, including the Pub operations and in the "Musikaliska och Estetiska sektionen".

LANGUAGE

Swedish and English, fluent level.

Japanese, upper elementary level.

Thai, beginner level.