



Lena Sonnbrink

Junior 3D Artist

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[Artstation](#)

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WORK EXPERIENCE

Game jam “Jul Jam” - *Event organizer*

December 2019, Stockholm

A 48 hour game jam I organized and hosted at Futuregames.

Stockholms Universitet - *Exam Guard*

December 2018 - August 2019, Stockholm

Part-time job while I did my studies in 3D.

Adssets - *Graphical designer*

July 2014 - December 2018, Stockholm

Producing mockups for Rich Media ads, designing material specifications for customers, QA testing of ads, as well as developing interactive 3D ads.

Caliptus - *Event staff*

September 2013 - July 2014, Stockholm

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

Tecia - *Freelance illustrator*

July 2012 - December 2012, Stockholm

Designed illustrations for the app game "Tiny Videos", assignment-based work.

CreApe - *Internship in 3D graphics*

January 2009 - November 2009, Stockholm

Internship. texturing and rendering during my second year in highschool.

SOFTWARE SKILLS

Strong

Adobe Photoshop,
Autodesk Maya, Unreal
Engine, Unity, Pixologic
Zbrush, Marmoset Toolbag,
Substance Painter,
xNormal,

Familiar

Perforce, Tortoise git
Adobe illustrator,
Adobe After Effects,
Newspaper Printing,
Substance Designer

AWARDS

Art exhibition, 2010

Final project in high school.
I organized my art
exhibition at
Dieselverkstaden in Nacka.

Finalist in "Röj en mina", organized by the UN.

Design competition. I
created a print that
communicated the
problems of mine bombs.

EDUCATION

Futuregames – 3D artist

September 2019 - Currently, Stockholm

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 – Japanese language

September 2017 - 2019

Language education in Japanese.

Stockholm University – Bachelor Program in Game development

September 2010 - July 2013, Stockholm

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.

Nackademin gymnasium – Image and design

September 2007 - June 2010, Stockholm

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

OTHER

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".

Reference given upon request.

LANGUAGE

Swedish, native level.

English, fluent level

Japanese, upper elementary level.

Thai, beginner level.

INTERESTS

Cooking, Board Games, Anime, table top games, LARP etc.