

CV

Felix Fritzell

3D Artist

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Education

Futuregames Academy

2013-present

3D-Graphics

Higher Vocational Education

Gerlesborg School of Fine Art

2011-2012

Traditional Art – Basic Education

Higher Vocational Education

Experience

Blazing Aces – Unity

May 2014 – June

A project of nine weeks at Futuregames with weekly milestones evaluated by Microsoft. During the project I did mostly concept art, environment art and planning for all artists.

Robot Rescue – Unity

January 2014 – February 2014

Nominated for *Best Technical Execution* by Swedish Game Awards. It was a four week long project. During the project I did mostly concept art, environment art and VFX.

Software's

Adobe Photoshop

Very good knowledge

Autodesk Maya

Very good knowledge

Xnormal

Very good knowledge

Ndo2

Very good knowledge

dDo

Good knowledge

Pixologic Zbrush

Good knowledge

Unreal 4

Good knowledge

Unity

Good knowledge

Language

Swedish

Native speaker

English

Fluent

