



UI ARTIST

LINDA FYEN

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EXPERIENCE

UI Artist, EA Ghost, Göteborg, Sweden (2016 - 2017) › www.ghostgames.se

Assisting in the production of UI for *Need for Speed: Payback*.

UI Artist, Ubisoft Massive, Malmö, Sweden (2014 - 2016) › www.massive.se

Assisting in the production of UI for *Tom Clancy's The Division*.

Volunteer, Nordic Game Conference, Malmö, Sweden (2013 + 2014)

Helping out with interviews, photo posting and welcoming guests among other tasks.

Freelance artist (2006 - 2012)

Private freelance work such as illustrations, character art and design during spare time.

EDUCATION

Game Art, The Game Assembly, Malmö, Sweden (2012 – 2015) › www.thegameassembly.com

2,5 year game artist education with course tasks, 8 game projects, and an 8 month internship.

A higher vocational education tailored for AAA game studios.

Technical program, Parkgymnasiet, Ystad, Sweden (2007 – 2010)

Three year upper secondary school at the technical program with focus on IT/Data and web design.

4 week internship included.

TOOLS

Photoshop	● ● ● ● ○	I feel very comfortable and handle the program effortlessly.
Maya	● ● ● ● ○	I feel very comfortable and handle the program effortlessly.
ZBrush	● ● ● ○ ○	Comfortable with sculpting and retop, I handle the program well.
Unity	● ○ ○ ○ ○	Basic knowledge. Inexperienced and uncomfortable.
UDK	● ○ ○ ○ ○	Basic knowledge. Inexperienced and uncomfortable.
CSS/HTML	● ● ○ ○ ○	Intermediate knowledge to build basic and stable pages.
Minor programs		nDo2, Crazybump, XNormals, and several plug-ins and add-ons for the programs mentioned above.

SKILLS

- Experienced working under art directions and able to take direction.
- Able to work in, and very easily adapt to, a variety of styles and pipelines.
- Creative problem solver, effectively looking for solutions to challenges.
- Proficient in working under tight deadlines.
- Great communication skills and team player.
- Experience working by SCRUM and Agile methods.
- Experienced with node based systems.
- Experience working with Physically Based shaders and rendering.

LANGUAGES

Swedish	Native language.
Polish	Native language. Good understanding, and fluent in speech.
English	Excellent understanding and fluency in reading, writing and speech.

References provided upon request!