

Josefine Persson CV

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Portfolio: <https://www.josefineperssonart.com/>

EDUCATION

2015-2017 - Playgroundsquad, Falun Game artist, 400 yhp.

2012-2015 - Polhemskolan, Lund General art education.

2014 - Florence academy of arts, Mölndal Five day art crash course, still life and live model drawing.

WORK EXPERIENCE

2018 and ongoing - Working at Hazelight as a concept artist

2017 - Sixmorevodka, June to August A 3 month internship as a 2D artist, at internationally acclaimed concept art and illustration outsourcing studio Sixmorevodka located in Berlin, Germany.

2017 - Eat Create Sleep, Visby A 6 month internship as part of my education at Playgroundsquad, Falun. I worked with concept art, UI concepts, UI, animation, rigging and skinning, 3D modeling, skybox textures, and vertex painting.

2015 - Tirups ortagård, Staffanstorp Summer job, kitchen worker, waitress, dishwasher.

2012 - Italia Il Ristorante, Lund Two week internship, kitchen assistant, waitress.

2011 - Ljungbergs Artist, Lund One week internship, cleaner, organizer, assistant.

2011 - Mias Idé Och Ateljé, Veberöd One week internship, assistant.

INTERESTS

Art and design

I have an interest in a broad spectrum of art, and appreciate everything from ancient cave paintings to modern abstractions. A few specific interests are brutalist architecture, medical/anatomical art, and worldbuilding art.

Sports

I find it important to get involved in physical activity to combat the long hours sitting down at work, for me it also aids with creativity and work morale. I especially enjoy weightlifting, basketball, and swimming.

Biology and astronomy

I have a general interest in biology and zoology partially because it provides fundamental knowledge for creature/world design, partially because I find nature to be fascinating. I also find space intriguing and enjoy movies and books about the subject.

SPECIAL SKILLS AND ASSETS

- Fluent in English and Swedish.
- Swedish and American passport/citizenship
- Basic driver's license.

SOFTWARE PROFICIENCY

Photoshop
Unreal engine 4
Substance painter
Blender