JOHAN FRIDÉN   CV

Forslunds Väg 16A
54153 Skövde
0708654780
johan.friden1@gmail.com
www.johanfriden.se
Skype: jfriden

GOAL

My goal and dream is to work creatively and always strive to evolve both as an artist and as a person. I want to inspire other people and create amazing graphics and environments for next-gen games. It is important for me to be able to contribute positivity and a driving force to the team to meet the company´s goal.

WORK EXPERIENCE

Sector3 Studios AB, Lidköping
SENIOR 3D/ENVIRONMENT ARTIST   **2015-ongoing**
- Worked flexibly on both cars and tracks.
- Worked on a project in the UE4 engine.
- Planning and write tutorials.

SimBin Studios AB, Lidköping
SENIOR 3D/ENVIRONMENT ARTIST   **2014-2014**
- Worked flexibly on both cars and tracks.
- Worked on many last minute things need to be done asap.
- Planning and write tutorials.

SENIOR CAR ARTIST   **2012-2014**
- Head responsible to implementing all cars in to game engine.
- Responsible for a couple of freelance artist and give feedbacks
- Modeling, texturing, animation, LOD-ing, AO baking, bugfixing

JUNIOR ENVIRONMENT ARTIST   **2011-2012**
- Made race track and buildings.
- worked independently on some projects/race tracks.

INTERN 3D ARTIST   **2010-2011**
- Upgraded old cars and buildings to next-gen graphics for SimBins game.
- Worked close with Lead Artists and Art director

VOLVO PENTA, Vara
CNC OPERATOR   **2002-2009**
- Responsibly for a number of machines which processing engine blocks.
- Tool changes, programming and measuring was the work tasks.
- Good experience of collaborating in larger teams and making deadlines.

MEASURE OPERATOR
- Performed measurements on engine blocks and other parts with measuring machine.
- Learned the basics of the measure software Quindos
- Reading drawings, programming and quality evaluations was the work tasks.

SOFTWARE EXPERIENCE

Autodesk Maya	Photoshop (CS6)	Xnormals	Perforce
Autodesk Mudbox	Marmorset Toolbag	UE4	Substance Designer/painter

Basic knowledge: AutoCad, Quixel Suite, Unity, nDo2, 3D coat, 3DSMax, MeshLab, Z-Brush,Office-package.

SKILLS

- High Poly hard surface and organic modeling
- High Poly sculpting
- Low Poly modeling and optimization
- Experience making large scale environments/levels
- Texturing and efficient UV-mapping
- Rigging and animation
- Lightbakings and renderings
- Working with cars, LODs, technical bugfixing
- Able to recieve constructive criticism and modify my work accordingly.
- Able to give constructive criticism and feedback to outsource workers.
- Experienced with working in a team, to plan as well as document my work and deliver on time.
- Experienced and able to collaborate with artists and programmers.

EDUCATION

Playground Squad, Falun
Vocational school   **2009-2011**

- Advanced diploma in game development with a focus on 3D Graphics.
- Learned Maya, Mudbox, Photoshop, Game engines, Shading, Rendering, Content-management and much more.
- Learned everything about the graphical pipeline, from animation and mocapping to 3D graphics and agile development.
- Worked on a total of 3 major game projects, and 6 months of internship

Stand alone courser, Volvo Penta   **2002-2008**

- LEAN production 3 hp
- CNC- programming (8 days), Quindos- measure programming (10 days)

Lagmansgymnasiet, Vara
Science program   **1998-2001**

- Computer direction

OTHER QUALIFICATIONS

Driving license. A, B, forklift
Language. Swedish, English
Military service. MC-ordonnans in Skövde (2001-2002)

REFERENCE

Available on demand