

David Linde

3D artist

Work Experience

- Freelance Game Artist Aug 2014 – Present
Made concept art and 3D assets for a currently unannounced game
Worked on various smaller projects
- PortaPlay ApS – 2D/3D Artist Sep 2013 – Apr 2014
30 weeks internship
Made props and decorated levels for the game Panzer Geekz
Worked on concept art and design of an upcoming project
<http://portaplay.dk>
- Médecins Sans Frontières – Recruiter Mar 2011 – July 2011
Recruited new members to the organization
- Freelance Illustrator / Comic Artist 2009 – 2011
Comic Royale, Kvarnby Comics, Swedish Comic Sin 2

Software Skills

Maya	Very good	Tortoise SVN	Good
ZBrush	Very good	xNormal	Good
Photoshop	Very good	nDo2	Good
Unity	Good	dDo	Basic
UDK	Good	Adobe Illustrator	Basic
CryEngine	Good	Adobe Flash	Basic
PBL	Have worked with and understands Physically Based Lighting		

Education

- The Game Assembly – Game Art Aug 2011 – Apr 2014
Advanced Vocational Education (550 YH-pp)
www.thegameassembly.com
- Kvarnby Folkhögskola – Comic Art Aug 2009 – June 2010
www.kvarnby.fhsk.se/serieskolan
- Gävle Högskola – Graphic Storytelling and Sequential Arts Aug 2007 – June 2009
www.hig.se/

David Linde

3D artist

Stockholm Art School
www.folkuniversitetet.se/Skolor/Estetiska-skolor/Konstskolan/

Aug 2006 – June 2007

Additional Experience

Nordic Game Conference – Volunteer
Volunteer at Nordic Game Conference in Malmö
Responsible for preparing the scene for the speakers as well as audio and video
<http://nordicgame.com/>

May 2012 / May 2013

Svenska Missionskyrkans Ungdom – Scout Leader

2001 – 2006

Languages

Swedish
English

Native
Fluent

German

Basic

References can be given upon request