

CV: dianaberg

www.dianaberg.se – contact@dianaberg.se

Skills & Qualifications

Texturing

- Strong understanding of UV unwrapping, taking into account space distribution and overall texture resolution in the scene
- Experienced in creating tiling texture maps to save texture space or to use for vertex painting

Modeling

- Understanding of creating normal maps using 3D and 2D software
- Able to create models for environments, props & characters for games
- Can sculpt or model high resolution meshes and bake to low resolution meshes
- Can accurately follow concept drawings when modelling

2D Artistic

- Capable of conceptualizing design ideas for 3D modelling

Agile development

- Understanding of shapes, lighting, anatomy, color
- I have worked with agile management solutions in several projects

Software Proficiency

Adobe Photoshop

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- Skilled in creating textures in different styles, as well as painting and retouching

Autodesk Maya

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- Experienced in creating models and unwrapping

Pixologic zBrush

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- Proficient in sculpting and recreating clean topology

Unity

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- Used from an artist's standpoint e.g. implementing 3D assets, dressing scenes, using prefabs, setting up materials, using tools to optimize scenes and setting up post-effects etc.

UDK

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- I have a basic understanding of BSP, creating modular parts and setting up materials

Relevant Experience

Copenhagen Creators

2014-04-13 – present

- Game Artist on Dawnbringer, a game for Android and iOS
Copenhagen, Denmark
<http://copenhagencreators.com/dawnbringer/>

Nordic Game Conference

2012, 2013

- Volunteer

Education

The Game Assembly

2012-09-03 – 2014-04-10

- Game art program 2.5 years, Higher Vocational School
Malmö, Sweden
<http://thegameassembly.com/>

Cybergymnasiet Malmö

2009 – 2012

- Upper secondary education with focus on art

Languages

Swedish

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English

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Polish

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German

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