

Paul O'Brien

3D Artist - Stockholm, Sweden

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EDUCATION

3D Art, FutureGames, 2016-

I am currently studying 3D art at the Higher Vocational Education FutureGames

Bachelor of Science in Media Technology, Södertörns University, 2012-2015

Studied game art within the game development program

Theoretical & Practical Philosophy, Stockholm University, 2011

Theoretical Philosophy 1 (30 points)

Practical Philosophy 1 (30 points)

Natural Sciences Program, Kärrtorps gymnasium, upper secondary school, 2006-2009

All through primary and lower secondary school, my education was entirely bilingual.

I come from an English-Swedish bilingual family.

WORK EXPERIENCE

3D Art Intern, Warpin Media, 2018-

Through my studies at FutureGames, I am currently undergoing an internship as a 3D artist at Warpin Media, working with immersive experiences

3D Art Tutor, FutureGames, 2017

I worked as tutor at the preparatory course at FutureGames for prospective students, teaching and giving tips in 3D modelling, texturing, etc, and helping with their applications.

Freelance work

-Clutch Entertainment

Web graphics, promotional art for "Pantamera for eSports" (Returpack).

-Planet Odd

Graphics for web, streaming services, and social media.

-Plusfamiljen

Illustrations for multiple purposes.

Personal Care Assistant, Plusfamiljen, 2014-2016

I am currently employed, part-time, as a personal care assistant.

The work is very rewarding, because one is able to make a real difference in someone's life, and also because of the extent of individual responsibility and initiative required.

Game Art Intern, Ion Game Design, 2015

As part of my B.Sc. studies, I served as a graphics intern at a small game company.

I made art for two separate projects, one in 2D and one in 3D.

Official, Swedish Games Awards, 2012-2013

For two years I was involved in the arrangement of SGA, the biggest game development competition for students in the Nordic region.

SOFTWARE PROFICIENCY



AUTODESK
MAYA



ZBRUSH



PHOTOSHOP



XNORMAL



QUIXEL SUITE



SUBSTANCE
PAINTER



SUBSTANCE
BITMAP2MATERIAL



UNREAL ENGINE



UNITY

SKILLS & OTHER ACTIVITIES

- Experience with **Agile & Scrum** methodology
- Experience working in **teams** on game projects
- Trained in creating 3D assets for games and **environment art**
- Fluent in Swedish and English, from a bilingual family

- Enjoy training and physical activity such as football, table tennis, etc. Play in amateur football league **Korpen**
- Consumer of a wide range of culture and entertainment
- Active social life with friends and family