

Alexander Samuelsson

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Environment Artist

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www.RGBeard.com

Education:

2015-present	The Game Assembly	www.thegameassembly.com	Game Artist, made 7 games
2017	SoloLearn	www.sololearn.com	Python 3
Summer 2015	10 week Art camp with Titus Lunter	www.artcamp.com www.tituslunter.com	Concept art
2014	Start a company	www.eductus.se www.komvuxutbildningar.se	Start up business Economics/private law 200p
Summer 2013	Traditional Sculpting with Don Lanning 8 weeks	www.stanwinstonschool.com	Clay sculpting, textures and form for film and vfx.
2011-2013	Palm Fine Arts	www.palmfinearts.nu	Traditional material painting (Wood, Marble, Stone, Metals , Faux painting)

Work:

2014-2015	Freelance	Watercolour and oil paintings. Commission work , painting exhibitions.
2014	ISS <small>faculty service AB</small>	Cooked food in school kitchen and drove deliveries to other kitchens.
2009-2011	Restaurant	Bartender and waiter in various restaurants and bars.

Software:

Experience:

- Zbrush
 - Photoshop
 - Maya
 - Substance Designer
 - Substance Painter
 - Unreal Engine
 - Traditional media
 - Unity
 - Python
- VR Game Jam hosted by Coffee Stain Studios the weekend of 11 - 13 November 2016.
 - Game Arcade Staff @ Nordic Game Conference 18 - 20 May 2016
 - Game Jam @ NitroXy 9 - 12 July 2015

Languages:

- Swedish - Native Language
- English - Full professional proficiency