

ART DIRECTION – ILLUSTRATION – CONCEPTUAL ART – 3D MODELING – ANIMATION

Christer Sveen
Rolf Presthus Vei 82
1415 Oppegård
Norway
Date of birth: November 13th 1976
Tel. +47 97684543
Email: csveen@hotmail.com

Introduction

- Artist/Art Director with 15 years experience in the games industry.
- Has worked on 10 game productions, 5 of which shipped, 2 as art director.
- Established freelance illustrator working with leading roleplaying companies and magazines.
- Broad experience in all aspects of visual game development ranging from character modeling & texturing, animation, environment art, level design, concept art, production of pr material & illustrations, team management/administration and art direction.
- Experience working on several platforms: PC, Xbox, Playstation, Sega Saturn.

Work experience

- 2000 - 2009 **Funcom**
Oslo, Norway.
Current position: Art director.
Titles worked on: *Anarchy Online, AO Notum Wars, Midgard, Dreamfall, The Secret World* plus illustration/3d/add. art direction for *Age Of Conan*.
Positions held: 3d artist, animator, concept artist, illustrator, art director.
Positions of trust: Funcom Employee Representative 2003.
- 1998 - 1999 **Shiny Entertainment**
Laguna Beach, California, USA.
Title worked on: *Messiah*.
Positions held: 3d environment artist, animator.
Areas worked on: Main character animations, 3d models, textures, backgrounds, level design, intro cinematics.
- 1997 - 1998 **Psygnosis Ltd.**
London, England.
Titles worked on: *Kingsley's Adventure, Tamsari*.
Positions held: Lead artist, 3d artist, animator.
- 1995 - 1997 **Scavenger Inc.**
Århus, Denmark and London, England.
Title worked on: *Tarantula*.
Positions held: 3d artist, animator, level designer.

Freelance work experience

- 2004 - Current **Games Workshop / Black Library Ltd.**
Freelance cover illustrator for the world's largest publisher of role playing games, for Warhammer-based role playing games, novels and magazines.

- 2001 - 2004 **Conan Magazine**
Freelance cover illustrator for fantasy magazine based on Robert E. Howard's Conan.
- 1994 - 1996 **Telenor Mobil A/S**
Oslo, Norway.
Freelance art and animation for Telenor Mobil's Mobil Kontor telecommunications software, published in 1998.
- 1990 - 1994 **Pyton Magazine**
Oslo, Norway.
Freelance comic writer and illustrator for satiric humor magazine.

Education

- 2005 - 2007 **Oslo University (UiO) / Folkeuniversitetet Oslo**
Art History
University level Art History plus module on Visual Communication.
- 1992 - 1995 **Oppegård Videregående Skole**
High school equivalent education.
Specialization subjects: English and art.

Personal and professional skills

- Ability to lead and direct a team of game artists towards first class visual standards.
- Able to communicate openly and efficiently with project managers.
- Solid understanding of all aspects of visual game development.
- A fast learner and naturally inclined to share and develop knowledge and techniques.

Key software proficiency

- 3D Studio Max
- Photoshop
- Zbrush
- Painter
- Bodypaint 3D
- Alias/Wavefront (now Maya) (basic).

Certificates

- Spotless driver's licence for both car and motorcycle.
- NASDS scuba diving certificate.

Achievements

- Winner of Excellence Award in Ballistic Publishing's *Exposé 2* annual book of contemporary digital art.

Languages

- English (fluent) and German (basic).

Other interests

- Big fan of film, animation film, comics and graphic novels.
- Outdoor activities such as snow boarding, cross country skiing, scuba diving, hiking, soccer and water sports.
- Keen interest in most areas in the visual arts, such as oil painting, life drawing, photography and sculpture.