

**CV**

**Marcus Nystrand**

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## EMPLOYMENT

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DATE	ROLE	COMPANY
Nov 2022 – ongoing	Lead Marketing Creative	Fast Travel Games AB
Mar 2021 – Nov 2022	Marketing Creative	Fast Travel Games AB
Aug 2020 – Mar 2021	Creative Designer	Farm Agency
Jul 2018 – Aug 2020	Creative Designer	Doconomy AB
May 2017 – Jun 2017	3D-generalist, internship	Wang & Söderström
Oct 2013 – Sep 2015	Photographer	Q Image

## SELECTION OF FREELANCE WORK

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DATE	DESCRIPTION	CLIENT
Feb 2019 – ongoing	Visual communication for Swedish fashion designer Rita Roslin.	Rita Roslin
Jan 2019 – Nov 2019	3D-assets for immersive workout experience “The Trip” 18, 19 and 20.	Darkroom
Mar 2019 – Jun 2019	Customizable, easy-to-use 3D-render template built for Cinema 4D.	All Blues
Dec 2014 – Sep 2015	Visual communication for disco & house night club in Uppsala.	Chic
Dec 2014 – Sep 2015	Production Assistant & B-Photography	Slutet Är Nära

## COLLEGE PROGRAMMES

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DATE	DESCRIPTION	SCHOOL
Sep 2015 – Jun 2018	Bachelor of Fine Arts in Visual Communication	Beckmans College of Design

## COURSES

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DATE	DESCRIPTION	SCHOOL
Jan 2020 – Jun 2020	Game Design (7.5 credits)	Luleå University of Technology
Jan 2020 – Jun 2020	Programming in C# (7.5 credits)	Malmö University
Nov 2019 – Jan 2020	3D Game Development (7.5 credits)	University West
Sep 2019 – Jan 2020	Computer game creation (7.5 credits)	Luleå University of Technology
Jan 2019 – Jun 2019	Film Score (15 credits)	Stockholm University
Sep 2014 – Jun 2015	Evening course in Visual Communication	Beckmans College of Design
Jan 2014 – May 2014	Graphic Design, Intro (7.5 credits)	College of Kristianstad
Jan 2012 – May 2012	Audio Production (15 credits)	Uppsala University
Aug 2011 – Jan 2012	Multimedia A (15 credits)	Uppsala University
Sep 2011 – Dec 2011	Film and Media A (7.5 credits)	Uppsala University

TITLE & DATE	DESCRIPTION	COMMENTS
Trick or Treat Nov 2022 – Apr 2023	Tower Defense game about defending a house from trick-or-treaters.	Part-time solo project.
Midnight Road Oct 2020	Short puzzle game about rearranging road to make vehicles stuck in a loop. Made in 72 hours.	Solo-entry for the weekend game jam Ludum Dare 47.
Synthetic Triggers Feb 2018 – June 2018	Exploration of animated ASMR through creating and surveying ten virtual 3D-objects.	Featured in Wallpaper Magazine 2019. Exhibited at Gallery L2 2019, SEART 2018 and Beckmans Graduation Exhibition 2018. Awarded Stockholm Design Lab's Development Scholarship 2018.
Creation of the Glove Oct 2017 – Feb 2018	Music & video for fashion designer Jonas Karhuuma's collab with a Swedish glove brand.	Exhibited at Bångska våningen 2018.
The Sadventures of Peter Celsing Sep 2017 – Oct 2017	Large poster telling a sad story about Kulturhuset in Stockholm.	Exhibited at Kulturhuset Stockholm 2018.
Random Objects May 2017 – Jun 2017	One hundred 3D objects made during my internship at Wang & Söderström.	Exhibited at Omberg 2019.
Kryohabitat Oct 2016 – Jan 2017	16 endangered corals 3D-modeled & printed for an art piece about coral cryopreservation.	Exhibited at Svenskt Tenn 2017.