CV

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EMPLOYMENT

DATE	ROLE	COMPANY
Jan 2025 – Jan 2027	Marketing Creative	Might and Delight AB
Aug 2023 – Aug 2024	Marketing Creative	Might and Delight AB
Nov 2022 – Aug 2023	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

DATE	DESCRIPTION	CLIENT
November 2025	Key art and logo for VR game “Plasmaborne”.	F*MAD
November 2019	3D-assets for immersive workout experience “The Trip” 18, 19 and 20.	Darkroom
June 2019	Customizable, easy-to-use 3D-render template built for Cinema 4D.	All Blues
August 2018	3D illustrations for the children's book Pandornas Dal.	Eric Ericsson
September 2015	Visual communication for night club event series.	Chic

COLLEGE PROGRAMMES

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

INDEPENDENT COURSES

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
Lawn Mowing Survivor Sep 2026 – Ongoing	A bullet heaven lawn mowing roguelite game. Solo-developed and self-published on Steam for PC & Steam Deck.
Well Keeper Aug 2023 – Apr 2026	Bullet Hell game where you move by flapping. Solo-developed and self-published on Steam for PC & Steam Deck.
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	Puzzle game about rearranging road pieces to trap vehicles in a loop. Made in 72 hours 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 collaboration with a Swedish glove brand. Exhibited at Bångska våningen 2018.
Random Objects May 2017 – Jun 2017	One hundred virtual 3D objects made during my internship at Wang & Söderström. Exhibited at Konst Runt 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.