

[Email: johan@johart.se](mailto:johan@johart.se)
[Portfolio: www.johart.se](http://www.johart.se)

CV

Johan Karlsson

Born: 08-02-1987

Nationality: Sweden

Professional experience

2014 to Current

Artist/Tutor, Tension Graphics - Various titles, Artist Supervisor PlaygroundSquad

2013 to 2014

Effects Artist, Machinegames - Wolfenstein: The New Order

2012 to 2013

Effects Artist, Starbreeze Studios - Brothers: A Tale of Two Sons

2010 to 2012

Effects Artist, Starbreeze Studios - Syndicate

2009 to 2010

Props Artist, Starbreeze Studios - Unannounced Project

2008 to 2009

Environment Artist, Star Vault - Mortal Online

Formal Education

Vocational School, Playgroundsquad, Falun (2007 - 2009)

Upper Secondary School, Virtual Design, Leksand (2003 - 2006)

Software Experience

Autodesk | Maya

Adobe | Photoshop

Engine/Editor Experience

Ogier | Starbreeze Inhouse (3 years)

Unreal Engine 3 | Starbreeze / Star Vault (1.5 years)

idTech 5 | Machinegames Modified (1 year)

Unity3D | Game Jams

Tengine | Tension Inhouse (Current)

Languages

Swedish: Native

English: Spoken & written

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