

## CV

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### Education

The Game Assembly	2013-08-30 – ongoing : <i>Advanced Vocational education. Game Art Program</i>
Fria Målarskolan	2011-2013 : <i>Preparatory Art School</i>
StureGymnasiet	2007-2010 : <i>Upper secondary school. Art Program</i>

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### Skills

- Autodesk Maya ●●●●●●●●○○
- Adobe Photoshop ●●●●●●●●○○
- Quixel Sute ●●●●●●○○○○
- Pixologic Zbrush ●●●●●●○○○○
- Xnormal ●●●●●●○○○○
- Unity ●○○○○○○○○○○
- Unreal 4 ●○○○○○○○○○○

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### Work Experience

10-12 May 2014 Volunteer, Nordic Game Malmö Sweden

### Language

Swedish Native  
English Full professional proficiency

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**Portfolio:** <http://philipolsson.com>

References can be given upon request