# Josefine Persson CV

Rönnvägen 9, Veberöd, Sweden, 24760

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Portfolio: https://www.josefineperssonart.com/

#### **EDUCATION**

#### 2015-2017 Playgroundsquad, Falun

Game artist, 400 yhp.

#### 2012-2015 Polhemskolan, Lund

General art education.

#### 2014 Florence academy of arts, Mölndal

Five day art crash course, still life and live model drawing.

#### **WORK EXPERIENCE**

#### 2017 - Sixmorevodka, June to August

A 3 month internship as a 2D artist, at internationally acclaimed concept art and illustration outsourcing studio Sixmorevodka located in Berlin, Germany.

# 2017- Eat Create Sleep, Visby

A 6 month internship as part of my education at Playgroundsquad, Falun. I worked with concept art, UI concepts, UI, animation, rigging and skinning, 3D modeling, skybox textures, and vertex painting.

# 2015- Tirups örtagård, Staffanstorp

Summer job, kitchen worker, waitress, dishwasher.

# 2012- Italia II Ristorante, Lund

Two week internship, kitchen assistant, waitress.

# 2011-Ljungbergs Artist, Lund

One week internship, cleaner, organizer, assistant.

# 2011- Mias Idé Och Ateljé, Veberöd

One week internship, assistant.

#### **VOLUNTEERING**

#### **Mural painting**

Designed and painted a mural of evolution theory at Idalaskolan, Veberöd with a friend and a parent.

#### Art classes

Hosted art classes for grade schoolers at Idalaskolan, Veberöd during one summer.

#### **INTERESTS**

#### Art and design

I have a passion for art from all over the globe from different time periods and enjoy studying aesthetics from various culture, tribes and modern subcultures. I try to find inspiration from many different sources to always find new ideas.

#### **Sports**

I find it important to get involved in physical activity to combat the long hours sitting down at work, and find that it helps with creativity and work morale. I especially enjoy playing tennis, basketball, and swimming.

# **Biology and astronomy**

I have a general interest in biology and zoology partially because it's provides fundamental knowledge for creature design, partially because I find nature to be fascinating. I also find space intriguing and enjoy movies and books about the subject.

# **SPECIAL SKILLS AND ASSETS**

Fluent in English and Swedish. Swedish and American passport/citizenship basic driver's license.

#### **SOFTWARE PROFICIENCY**

Autodesk Maya

Photoshop

Zbrush

Unreal engine 4

Substance painter

Mercurial

Autodesk Mudbox

Blender

Keyshot

Inkscape