

OLA SUNDBERG

CHARACTER ARTIST PORTFOLIO

Stockholm, Sweden

Hello! My name is Ola Sundberg, and I love creating characters, creatures, and sometimes robots. With almost 20 years of experience, I'm a pro with tools like Zbrush, Substance Painter, Keyshot, and Photoshop. I also have a knack for designing logos and graphic layouts, especially for games.

Experience

Senior Character Artist

Stockholm

Jan 2021 - Present

Relax Gaming

I create low/high poly assets and textures for game characters and intro movie shorts for the games. Additionally, I design logos and various layout elements for the games.

Senior Character Artist

Stockholm

Jun 2017 - Jan 2021

Yggdrasil Gaming

Similar to what I did at NetEnt.

I created low/high poly assets and textures for game characters and intro movie shorts for the games. Additionally, I designed logos and various layout elements for the games. Once the characters were completed, I also worked on other types of graphical assets for the games.

Character Artist

Stockholm, Sweden
May 2008 - Present

Net Entertainment

I created low/high poly assets and textures for game characters and intro movie shorts for the games. Additionally, I designed logos and various layout elements for the games. Once the characters were completed, I also worked on other types of graphical assets for the games. During my first years I worked on animations and motion graphics as well. Before I started focusing on character work.

Motion Designer

Stockholm, Sweden
Oct 2007 - May 2008

Otto Stockholm/Klirr

At Otto/Klirr I worked with motion graphic and graphic design for online campaigns and concept work for pitches. After effects, Flash, photoshop.

Flash Designer/Graphic designer

Stockholm, Sweden
Oct 2005 - Aug 2007

EA DICE

I worked on the menu for Battlefield 2142 and Battlefield 2142 - Northern Strike. 2D graphics for the menu. 2d medals graphics for the menu. My work was somewhere in between graphics and motion design.

Illustrator/Animator

Stockholm, Sweden
Jun 2001 - Oct 2005

Freelance - Disenjo

Freelance work for web agencies, game producers and many other types of clients. Illustrations, and animations. Both 2d and 3d.

Education

Scott Eaton's Digital figure sculpting

online
Jun 2012 - Sep 2012

Digital Figure Sculpture is a 10-week digital sculpting course designed to teach classical techniques of figure sculpture using ZBrush. A lot of focus on the human anatomy in other words.

Bachelor of Arts, Illustration

Eskilstuna, Sweden
Aug 1998 - Jun 2001

Mälardalens högskola

Illustration education, both traditional and digital.

Birkagården, Sculpture course

Stockholm
Jan 1997 - Jun 1997

Traditional sculpture

Nyckelvisskolan, Art school

Stockholm
Aug 1995 - Jun 1996

Art school. Painting, drawing and sculpting. Life drawing.

Skills

Design

- 3D Sculpting
- 3D modelling
- Character design
- Character conceptd
- Texturing

Software

Zbrush

Substance Painter

Photoshop

Illustrator

Keyshot
