

# Per Jeppsson 3D Artist

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Location: Stockholm



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## Education

**Futuregames**, 3D Graphics | 2015-

I have been part of three game projects during my time at Futuregames. My main role has been environment art and props including modular environment pieces.

**Södertörn University**, 3D Graphics Bachelor Program, Stockholm | 2012-2015

I worked on a number of game projects with varying length at Södertörn University. My role during these projects were environment art, props, characters, UI and concept art.

**Nyckelviksskolan**, Graphic Design and Illustration, Stockholm | 2011-2012

**Basis Art School**, Traditional Art, Stockholm | 2009-2011

## Work Experience

**2D- and 3D-artist at Ion Game Design**, internship | 2015

My work included 2D art for a puzzle platform game for mobile and porting a first person pc game to mobile. During the latter project I worked with creating lightmaps and colliders.

**Cashier, Bagarn Hornstull** (bakery), Stockholm | 2012-2014

## Other Experience

**Quadria**, I redesigned the logo for the band Quadria | 2015

**Cursus Bellum**, I did logo design and CD-layout for the band Cursus Bellum | 2015

**Imprecator**, I did logo design and illustrations for the band Imprecator | 2015

**Grá**, I designed a backdrop for the band Grá | 2014

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## Software skills

