

CV

Ivar Dahlberg 1982-11-23
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Personal goal

To work with inspiring projects where I can further develop my artistic skills and meet passionate people with similar goals.

Professional Experience

- Sep 2011 – Co-funder/Artist, Slice of Soup AB, Falun**
Responsible for art direction and art creation.
- Aug 2004 – Sep 2011 Art teacher, PlaygroundSquad, Falun**
Responsible for developing and managing the game-art curriculum, creating new course material and giving lectures.
- Aug 2004 – Sep 2011 Lead artist, Tension Graphics, Falun**
Leading the art team in development projects and creating art direction, assets and animations for games and simulations.
- Feb 2004 – Aug 2004 Owner/Artist, Popcom information, Falun**
Creating illustration and game art assets for various clients.
- May 2002 – Feb 2004 Artist, Idol FX, Stockholm**
Responsible for creating characters models, textures and animation for games. Also designing, building and scripting levels.
- Jan 1999 – May 2002 Owner/Artist, Popcom information, Falun**
Responsible for creating web-pages, logotypes and illustrations for various clients.

Education

- Aug 2001 – May 2002 PlaygroundSquad, Kvalificerad Yrkersutbildning, Falun**
PlaygroundSquad, Advanced Vocational Education and Training, Falun
- Aug 1998 – Jun 2001 Estetiskt program – Konst & form, Haraldsbogymnasiet, Falun**
Aesthetic program – Art & form, Upper Secondary Education, Falun

Languages

Swedish, native
English, fluent

Program knowledge

Maya: Ten years of professional experience, ATC certified instructor (2009-2011)
Photoshop: Twelve years of professional experience.
Mudbox: Five years of professional experience, ATC certified instructor (2009-2011)
Unity: Professional experience for iPhone and PC development.
3DS Max: Two years of professional experience (2002-2004)

References

Contact me for references.