



SANNE KARLSSON 2D ARTIST

INTRODUCTION

I'm an aspiring concept artist and currently studying 2D graphics at Futuregames in Stockholm. With a background in traditional art I decided to combine my two greatest interest, drawing and video games, and learn digital art to pursue a profession that involved both. My strongest skill lies in Environmental storytelling and Character design, I especially love to draw old ladies with a lot of wrinkles and curves.

CONTACT

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PROFICIENCIES

- Photoshop CC
- Maya
- Unity
- Spine 2D

EXPERIENCE

KNÅDDSKOGEN

Concept artist

7 week game project made in Unity.

A single-player exploration game where you take on a role as a kindergarten teacher searching for her missing class. In this project I made **storyboards** and worked as both **character** and **environment artist**. I focused on creating strong silhouettes to give both the characters and environment a unique and instantly recognizable look. In later stages of the project I also painted **textures** and drew cutscenes for the game. Knåddskogen went on to win **Best Execution in Art** and **Gamers' choice** at **Swedish game awards** and was also nominated for Game of the year, Best Execution in Narrative and Best Diversity Effort.

HEADING HOME

Concept artist

4 week game project made in Unity.

In Heading Home you play as a space robot who has to find his way home after a series of unfortunate events. My main responsibility in this project was **storyboarding** and **environment art**. I designed the vegetation, made **paint overs** and **made assets** for the game.

EDUCATION

FUTUREGAMES

2D Graphics

Futuregames has given me a lot of hands on experience in concept art and game development while working in a teams consisting of different from disciplines. Mentored by industry veterans I've gained a deeper knowledge about composition, shapes and a better grasp of how to communicate through my art.



ACHIEVEMENTS

SWEDISH GAME AWARDS' 18
for KNÅDDSKOGEN

Won:

Gamers Choice

Best Execution in Art

Nominated for:

Game of the Year

Best Execution in Narrative

Best diversity effort

KV Konstskola

Preparatory program in art

During my year at KV Konstskola I learned the foundations in traditional art. I got to expand my knowledge in everything from oilpainting to clay sculpting and gained a better understanding for color and shape.

Serieskolan in Malmö

Comic artist

Serieskolan is one of the leading comic art schools in Sweden. Here I studied storytelling, drawing techniques and the history of comics while being mentored by professional comic artist from around the world. During the school year we had several projects, both personal and in groups, and I learned a lot about managing my workflow while working towards a deadline.

WORK EXPERIENCE

Pralinboden

Store manager

Movieline

Store clerk