

Stefan Norén

Character Artist

Mail: mail@stefan-noren.com
Portfolio: www.stefan-noren.com
Phone: 070-4359650

Skills

- Sculpting high resolution characters in Zbrush.
 - Modelling quickly and efficiently in 3ds max. (Maya is on the way)
 - Painting textures in zbrush or Photoshop.
 - Creation of materials for PBR environments.
 - In depth understanding of generating normal maps.
 - Rigging, skinning, unwrapping, and mesh retopologizing.
 - Experienced in art direction and managing teams.
 - Experienced in agile development.
-

Experience

Freelance / Character artist

2012 - PRESENT

As a freelancer I have been working mostly with characters and animals but occasionally I've done some environment work, as well as characters for 3d print.

Meow Entertainment AB / Lead artist/AD

2010 - 2012

As an AD I was in charge of developing the artstyle of the games and managing the art team.

Education

University of Gotland / Master of Arts

2010 - 2011

"International Game Production Studies I & II"

University of Gotland / Bachelor of Arts

2005 - 2008

"Game development & Graphics"

IT Gymnasiet i Skövde

2002 - 2005

"Major in computer graphics"

Software

- 3d studio max
 - Z-brush
 - Photoshop
 - Ddo, Ndo
 - Unreal engine 4
 - Unity
 - Marvelous Designer
 - X normal
-

Language

- Swedish (First language)
- English (Spoken and written)