

Personal

Name: Martin Henriksson

Born: 25-03-1983

Nationality: Sweden

Languages

Swedish: Native

English: Spoken & written

Formal Education

Upper Secondary School, Lugnetgymnasiet, Falun (1999 - 2002)

Upper Secondary School, AFoto Gamleby Folkhögskola, Gamleby (2004 - 2005)

Vocational School, Playgroundsquad, Falun (2007 - 2009)

Gamedev experience

During my education I took part in 3 small game projects from start to finish. One of those projects entered as a competitor in the Swedish game awards and can be seen here: http://gameawards.se/competition_entries/148

Software Experience

Autodesk | Maya

Adobe | Photoshop

Pixologic | Zbrush

Autodesk | Mudbox

Autodesk | 3DSMAX(basic knowledge)

Xnormal

Crazybump

Goal

My goal is to land a job in the games industry and progress as a 3D artist. I want to get better at what I do and I want to work in a creative environment.

References

Please contact me for references.

Portfolio

<http://www.martinh.se>