

Curriculum Vitae

Marcus Edström

CG Artist & Game Developer

Born 1973-06-14

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Summary:

I am a versatile computer graphics artist and game developer with approx 18 years of professional experience. My strength lies in a great understanding of the technical-, design- and production- challenges involved in game development, paired with a solid artistic foundation and ability to work in a variety of styles and techniques.

Employment History

Digimundi AB
Creative Dir., Co-founder
Aug 2010-

Digimundi's idea is to create and operate large scale browser based mmo game(s) based on original IPs. I co-founded the company and worked with Financing, Product-/Business development as well as game design, prototyping and artwork. Digimundi is part of the game incubator network in Skövde.

Freelance CG Artist
Feb 2007-

As a freelance CG artist i developed 2d, 3d and concept art for games, motion graphics, online gambling and advertising. Clients included game studios, online casinos, visual effects studios and advertising agencies.

Paradox Interactive
Lead Artist
Jul 2002 - Feb 2007

Paradox develops leading grand strategy games such as Europa universalis, Hearts of Iron and Crusader Kings. As lead artist I did ingame art, concept art and gui-design for all in-house productions during my employment. I also managed outsourced graphics production and worked with game design.

Rock Solid Studios
(Point Blank Studios)
Lead Artist
Dec 2001-Jul 2002

As lead artist i organized a small team of 3d-artists, did ingame art, concept art and storyboards. Company was bankrupted before releasing any major titles and was later restarted as Avalanche Studios.

Paradox Entertainment
3D Artist
Aug 2000-Dec 2001

Paradox entertainment developed games based on proprietary IPs such as Warzone, Chronopia and more. As 3D artist at Paradox i produced ingame 3d & 2D art for a series of games, prototypes and some locally released swedish games, such as Svea Rike, Valhalla Chronicles and Sevakampen.

Infinity Learning Systems
Interface Architect,
Project Manager
1998-Aug 2000

Infinty learning developed online products for managing competence within corporations. I was part of the startup team and responsible for GUI-design/development of all the online e-learning products. I also worked as project as manager on a major development project for an outside client.

Eld Interaktiv Produktion
Graphic Designer, Project
manager, Art Director
1995-1998

Eld was a multimedia production company and sister company to the publishing company Levande Böcker. I worked primarily with corporate educations, presentations and games, both for online and cd-rom distribution. I also participated in the development of several successful childrens games such as Emil i Lönneberga, Bygg bilar med Mulle Meck, Sunes Party and more.

Expo Media NS AB
Graphic Designer
1993-1995

Expo Media developed multimedia for exhibitions, cd-rom and kiosks. I developed application about Vikings, East India Company, Leonardo do Vinci as well as the game Tablut. Initial work was done parallel to studies.

Education

Idun Lovéns konstskola Traditional art school with emphasis on model studies. School day included Painting 3-5 hours per day in front of a live model.
1991-1993

Skinnskattebergs FHSK First year general art techniques (painting, printing, sculpture, photography), Sculpture, General art the second year was specialized on sculpture.
1989-1991

Other professional Experience

2010/11 University of Skövde Mentorship Program
2001 Illustrations for Addsystems webbased education
2002 Illustrations for Tele2 mobile phone applications
1998 Lecturer and member of expert panel– skolverkets multimedialbyrå
1994 Guldets på Gnitaheden – a multimedia show at Historiska Museet in Stockholm
1992 2 week Guest teacher – skinnskattebergs folkhögskola

Skills and proficiencies

Major general skills: Art, Graphic Design, 3d modeling and sculpting, Game Design & Development, GUI design

Minor general skills: Project Management, Scripting/programming, Product-/Business-development

Major Software: Flash, including actionscript 2 & 3, Maya, Mudbox

Minor software: After effects, unity, sound editing, word, excel, powerpoint, misc 3d tools

Languages: Fluent in Swedish and English, some French

Projects

As freelance CG Artist:

Barbie Horse Adventures, client: Pixeltales

Concept art for horse riding games on the Barbie brand.

Casino Games, client: Interactive Playnet, Cyprus

3D modeling, animation, illustrations and graphic design for a series of slot machine games.

Springdale, client: Hidden Entertainment

Concept art for Horse riding game for consoles.

Undisclosed titles, client: Pixeltales

Concept art for a series of game pitches.

Frödinge Ostkaka, client: Locomotiv Advertising

3D modeling and animation for promotional game.

Samurai Surfer, client: Successful Hero

Misc artwork for a promotional video clip for clothes brand.

Moven Monster, Client: CG sweden

Design and modeling of realistic monster for use in photorealistic demo of motion capture

Nokia Event, Client: CG Sweden

3D modeling of 3 environments and portraits of 30+ persons.

At Paradox Interactive (Paradox Entertainment):**Europa Universalis: ROME, Lead Artist**

Historical strategy game. Concept art, promotional art and interface design.

Europa Universalis III, Lead Artist

Internationally acclaimed historical strategy game. GUI and graphic design and implementation. Concept art and management of 3d art assets by external russian studio. Authored and implemented the tutorial.

Diplomacy, Lead Artist

Computer game adaptation of the classic boardgame. GUI design and art direction.

Hearts of Iron II, Lead Artist

Internationally acclaimed WW2 strategy game. GUI and graphic design. Cover art. Authoring and implementation of tutorial.

Crusader Kings, Lead Artist

Historical strategy game set in the middle ages. GUI and graphic design. Illustrations and map artwork.

Victoria: An Empire Under the Sun, Interface Design, Artist

Historical strategy game set in the Victorian era. GUI and graphic design. Map artwork.

Chariots of War, 3d Art, animations and illustrations

Historical strategy game. 3d modeling and illustrations.

Hearts of Iron I, frontend graphics

Historical strategy game. Graphic design

Europa Universalis II, frontend graphics

Internationally acclaimed historical strategy game. Graphic design.

Two Thrones, artist

Historical strategy game, reworking of Svea Rike III. GUI and Graphics design, illustrations and map artwork.

Conan Web site, webdesigner

Graphic Design

Valhalla Chronicles, artist (Rock Solid)

3rd person adventure game set in viking times. Graphic design.

Tremors, lead artist (Rock Solid)

Cancelled action game for xbox and playstation. 3d artwork, concept art, storyboarding.

Warzone Online, 3D artist

Cancelled MMO RTS. 3D artwork.

Sveakampen, artist

Adventure game based on a novel by Martin "e-type" Eriksson. Ingame 3d, illustrations, cover artwork

Svea Rike III, artist

Historical strategy game, later re-released as “crown of the north”. GUI and graphic design, map artwork.

At Infinity Learning Systems

Infinty Learning System, interface project lead

Webbased application for competence management and education.

Come2gether, interface design

Cancelled system for knowledge sharing to use when merging Telenor and Telia.

Learnie.net, project manager

Cancelled online service for interactive educations and competence management.

ELD Interaktiv Produktion

Krakels Spektakels ABC - Det magiska äventyret, 3d artist

Childrens game. 3D artwork, adaptation of the style of Poul Ströyer

Saab 9-5, Art Director

Cancelled cd-rom to launch the new 9-5 Wagon.

New Scandinavia, Graphic- and web design

CD –rom and web-site for major design exhibition in Cologne.

IOR, graphics design and illustrations

Webbased environmental education and management system.

In Balance with Nature, design and illustrations

Environmental education on cd-rom for SCA Mölnlycke (SCA Hygiene Papers). Later adopted by British Gas and Statoil.

Inget Knussel, Sa Emil i Lönneberga, artist and project lead

Childrens game. Process and workflow design for animation and coloring. Project leader for upgraded version.

Terracom Prototype, art and programming

Demonstration of interactive education on digital Television. I did the design, programming and artwork.

Ericsson New Product 1998, Art and programming

A cd-rom presenting that years new products by Ericsson.

Telia Events, graphic design, project lead

A series of multimedia presentations projected on cinema screens.

ERA L-day, graphic design, project lead

Presentations for major speakers on ERA-L day in Stockholm Globe Arena

Glaxo Wellcome Medical Forum, web design

A community website for doctors. I designed and produced the site myself.

Levande Böcker Homepage, web design, illustrations

A website for Levande Böcker showing the portfolio of games.

Bygg Bilar med Mulle Meck, workflow design, pre-production

Creative adventure game for children.

Statoil benchmarking Education, design and graphics design

Cancelled Benchmarking education on CD-rom

Effect Event Marketing, web design

Corporate web site

AXE Game, artist

Promotional shockwave game for AXE deodorants.

Expo Media NS AB

Vikingar, Graphic design, illustrations and implementation

Series of touch-screen multimedia presentations about vikings. Produced for a major exhibition and published as cd-rom by Natur och Kultur.

Tablut game, graphics artist, illustrator

A computer game adaptation of the viking boardgame Hnefatafl, or Tablut. later presented as award-winning java web-game.

Ostindiska Kompaniet, graphic artist

A cd-rom about the swedish east-india company.

Eriksberg, graphic artist

A touch-screen presentation of the newly-built Eriksberg area in gothenburg.

Leonardo, graphic artist

An edutainment application covering the life and works of Leonardo da Vinci