

Jonas Mattsson

Personal Details

Date of Birth 1984
Nationality Swedish
Mobile +44 (0)7817263818
Email Address Contact@jonasmattsson.net
Portfolio Website <http://www.jonasmattsson.net>
Linkedin Profile <http://www.linkedin.com/pub/jonas-mattsson/13/642/4b7>

Education & Qualifications

2004 – 2006 Blekinge Institute of Technology (Digital Graphics)
2000 – 2003 Media Program (upper secondary school)
1991 – 2000 Compulsory School

Software experience

Adobe Photoshop
Autodesk Maya
Autodesk Mudbox
Autodesk Turtle
Crazybump
Xnormal
Vue
World Machine
Perforce
Hansoft Project Management Software

Relevant Industry Experience

Dec 2010 – Present **Level Artist**
CD Projekt RED

Duties

Environment modeling, texturing, lighting

Projects

PC The Witcher 2

Jun 2010 – Oct 2010 3D Artist

Rare Ltd (Microsoft Game Studios)

Contract work

Duties

Environment modeling, texturing, lighting

Projects

XBOX360 Unpublished Project

Jan 2009 – May 2010 3D Environment Artist

Outso Ltd

Duties

Environment modeling, texturing, lighting, animation and outsource management.

Projects

Playstation 3 Dragon's Green Home space
Playstation 3 Assassins Creed 2 Home space
Playstation 3 Sodium One Home space
Playstation 3 Uncharted 2 Home space
Playstation 3 Infamous Home space
Playstation 3 Guitar Hero Home space
Playstation 3 Red Bull Flugtag Home space

Mar 2006 – Dec 2008 Environment Artist

Free Radical Design Ltd

Duties

Environment, weapons and vehicles modeling, texturing, lighting

Projects

Wii Unpublished Wii project
PS3/360/Wii Unpublished Lucas Art project
PS3/360/Wi Unpublished Racing title

Jan 2005 – Jun 2005 Level Designer/3D Artist

Massive Entertainment (Ubisoft)

Internship

Duties

Design, place out props and script levels in the in-house editor and also modeling props and vehicles.

Projects

PC World in Conflict