

# CV

# Ingela Hallberg

1990-09-04

Erik Dahlbergsgatan 41

11534 Stockholm

+46736534895

[artbyoddities@gmail.com](mailto:artbyoddities@gmail.com)

## WORK EXPERIENCE

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**January 2019–present**

### **Lead Artist - Fantasma Games, Sweden**

Working as Lead Artist with responsibility of outsource art studios, artist and animators.

- Responsible for planning and estimating of art delivery for all upcoming games.
- Working together with Yarki Studios in Kiev, Ukraine. Freelance artists and animators.

**June 2017–January 2019**

### **Game Artist - Fantasma Games, Sweden**

Created art assets, animations and 3D-models for upcoming games. GUI assets and textures. Assisted in art estimations.

- Learned about technical constraints, estimating projects and identifying problems early.

**February 2017–June 2017**

### **Game Artist Internship - Fantasma Games, Sweden**

Part of internship program as Game Artist. Created concept art, animations and mockups for games.

## EDUCATION

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**August 2016-December 2016**

### **Game Incubator Program, Future Games, STING Stockholm Innovation & Growth**

Got accepted to STING Test Drive - Game. A practically-oriented training program that helps you define and sharpen your business idea within the game industry.

**September 2012-June 2015**

### **Bachelor in Information Design, with a Specialization in Informative Illustration**

Bachelor Thesis. "Slåss som en tjej: Hur man kan visualisera icke könsnormativa karaktärer till fightingspel enligt principerna för god informationsdesign"

["http://mdh.diva-portal.org/smash/record.jsf?pid=diva2%3A875041&dswid=-8145"](http://mdh.diva-portal.org/smash/record.jsf?pid=diva2%3A875041&dswid=-8145)

**August 2009 - June 2010**

### **Fudan University, Shanghai**

Took courses in Mandarin and politics.

# SOFTWARE KNOWLEDGE

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## Advanced Knowledge

Photoshop  
Illustrator  
Autodesk Maya  
ZBrush  
Esoteric Software: Spine  
After Effects

## Basic Knowledge

Cinema3D  
Unity 3D  
Unreal Engine  
Marmoset Toolbag  
Blender

## Tools for planning and estimation

JIRA Software - Scrum & Kanban workflow  
Google Spreadsheets  
Trello

## Other Knowledge

Experience Using Javascript and SourceTree GIT  
HTML5  
Creating PowerShell scripts for packing 2D assets

## INTERESTS

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- Digital and Traditional Painting (oil)
- Old Sci-Fi Movies and Novels
- Comic Books and Strategy Games

*References are available upon request.*