



SIMON OCHSENIUS

3D artist

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EDUCATION

2015-2017	The Game Assembly thegameassembly.com	Advanced Diploma in Higher Vocational Education in Game Art
2014-2015	University of Skövde www.his.se	Mixed courses in traditional and digital arts (60 credits)
2009-2012	University of Skövde www.his.se	Bachelor of Science with a major in Informatics (180 credits)

EMPLOYMENT

2013-2014	Volvo Information Technology www.volvogroup.com	Worked as Systems Analyst, developing, installing and maintaining factory logistics applications for global solutions.
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EXPERIENCE

2015-2017	The Game Assembly thegameassembly.com	7 game projects as 3D Artist
2016	Nordic Game Conference conf.nordicgame.com	Volunteered at Pitch & Match station
2014	Pieces Interactive piecesinteractive.se	Magicka 2 - QA Tester
2008	Swedish Armed Forces www.forsvarsmakten.se/en	Military service as Systems Commander

APPLICATIONS & LANGUAGES

Maya	Experienced	Swedish	Native language
ZBrush	Experienced	Spanish	Native language
Photoshop	Experienced	English	Full professional proficiency
Substance Painter	Experienced		
TopoGun	Experienced		
xNormal	Comfortable		
Unreal Engine 4	Comfortable		
Unity	Basic		