

## Christopher Brändström

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<http://www.badrobots.se>

### EXPERIENCE

- **BYfj 7; 2006-Present**
  - Senior Character Designer/Artist, Concept Artist, Compositor
    - Character Models for Guerrilla Games (Killzone 4, PS4)
    - Nike Commercials
    - Tech Demo for Unity 3D Engine
    - Characters and weapons for Scattered Entertainment
    - Music videos, commercials, advertisements for Jakob Arevärn Filmproduction.
    - Music videos, commercials, advertisements for Village Road Films.
    - Software UI for The Art of Planning
    - Music videos, commercials, game art, advertisement for Zoink Animations.
    - Working with Pixologic Zbrush on various projects.
    - Cover Art for Games
    - Music videos, commercials, game art, advertisement for Zoink Animations.
 Plus a whole lot more...
  
- **Framestore CFC – Art Department 2011-2012**
  - Senior Character Designer/Artist, Senior Modeller, Concept Artist. Located in London, UK.
    - Wrath of the Titans
    - World War Z
    - All You Need is Kill
    - Zero Dark Thirty
    - Lincoln
    - 47 Ronin
    - RIPD
    - ...and several more unannounced shows
  
- **Framestore CFC – Commercials 2010-2011**
  - Senior Modeler, Senior Character Designer/Artist, Texture Artist. Located in London, UK.
    - Andrex – Rollercoaster
    - Andrex – It's the Little Things
    - Andrex Party
    - Coca Cola – Super Bowl Ad
    - Max Factor
    - LG – Green Health
  
- **EA Digital Illusions CE AB 2006-2010**
  - Level Artist, Props Artist, Character Artist, Weapon Artist etc. Located in Stockholm, Sweden.
    - Battlefield 2142: Northern Strike, PC
    - Battlefield: Bad Company, PS3, Xbox360
    - Mirrors Edge, PC, PS3, Xbox360
    - Battlefield 1943, PC, PS3, Xbox360
    - Battlefield: Bad Company 2, PS3, Xbox360
    - Need for Speed: Hot Pursuit

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- **Coldwood Interactive AB** **2003-2006**
  - Artist, Character Artist, Graphics Designer. Located in Umeå, Sweden.
    - Ski Racing 2005 feat. Herman Mayer, PC, Xbox, PS2
    - Ski Racing 2006 feat. Herman Mayer, PC, Xbox, PS2
    - FreakOut, PS2, PSP
    - Ski-Doo SXR Racing, PS2, PS3
- **UDS** **2002-2003**
  - Worked as an artist for Xbox and PS2 games. Located in Gothenburg, Sweden.
    - The Kore Gang, Xbox (Now released on Wii)
    - Cops, PS2 (Never released)
- **Problem AB** **1999-2001**
  - Created illustrations, concept art, pixel graphics for smaller games, UI:s for misc. software. Located in Umeå, Sweden.
- **Asista Communication** **1997-2000**
  - Created company logos, company profiles, ads, magazine graphics. Located in Umeå, Sweden.

### SOFTWARE SKILLS

- **Knowledge in following software:**
  - Autodesk Maya
  - Autodesk Mudbox
  - Autodesk 3dsMax
  - Autodesk XSI
  - Solid Angle Arnold
  - Vray
  - Mental Ray
  - Illuminate Labs Turtle
  - Pixologic Zbrush
  - Shake
  - Adobe Photoshop
  - Adobe Premiere
  - Adobe After Effects
  - Adobe Illustrator
  - Adobe InDesign
  - Adobe Flash
  - Ufold3D
  - Keyshot
  - Marvelous Designer
  - Modo
  - The Foundry Mari
  - Headus UVLayout Pro
  - MS Office
  - BouJou
  - RealFlow
  - Unity 3D
  - Unreal Engine 3
  - Frostbite 1.0
  - Frostbite 2.0
  - ...to name a few.

### EDUCATION

- **Mandatory school** **from age 7 to 15**
- **Media and Communication** **1999-2001**
  - Specialized in traditional art and graphical design.
- **Playgroundsquad** **2001-2002**
  - Education in game creation with focus on graphics