



# Adrina Wennström

GRAPHIC ARTIST/CHARACTER ARTIST

CV

## EDUCATION

### 3D Graphics

Futuregames—Stockholm (2015-2017)

A two-year vocational education with focus on advanced **3D graphics** for **game development**; with **texturing, rigging** and **animation** with a wide range of software used in the industry. Involving 3 game projects made within group in a manner that imitate an **industrial standard**.



### Digital Graphics

Nackademin—Stockholm (2004-2006)

A two-year vocational education with focus on learning the basics in 3D modelling, rigging and animation using **Maya, Photoshop** and more. Ending with an examination project where I single handed made a 3 minutes animated short film.

NACKADEMIN



PORTFOLIO

[www.adrina.se](http://www.adrina.se)

LINKEDIN

[linkedin.com/in/adrina](https://www.linkedin.com/in/adrina)

E-MAIL

[adrina@adrina.se](mailto:adrina@adrina.se)

PHONE

+46 (0)73-62 24 991

CURRENT LOCATION

Uppsala/Sweden

## WORK EXPERIENCE

### Graphic artist/Programmer/Marketer

Adrina Media—Uppsala (2006-2015)

Running a very successful business in the **virtual world** of **Second life**; crafting and selling virtual products. Involving: **Texturing, 3D modelling** and **rigging**. Later on even complex interactive systems for customization for the customer.

### Graphic artist/Web designer/Web developer

Adrina Media—Uppsala /Stockholm (2006-2015)

Developing of webpages, posters and marketing material for clients in Stockholm: Including stage entertainment companies such as Hamburger Börs, Wallmans Nöjen, 2Entertain and Act Stockholm.

## OTHER EXPERIENCES



### Character Art, Rigging - Aegir: Submerged

Stockholm (Q2 2016)

For this game school project (at FutureGames), I was in charge of the main character; from **Sculpting** and **low-poly** to **texturing (PBR)**, **rigging** and **animation**. Later on in the project I also helped out with **VFX** and Material setup in **UNITY 5** using Shader forge.

### Environment Art, VFX - Iron Might

Stockholm (Q1 2016)

For this game school project (at FutureGames), I made **modular environmental art** and **VFX** with material setup in **Unreal Engine 4**.

### 2D Character Art - Global Game Jam

Stockholm (2015)

A two-day game project as a group. In charge of creating the Character portraits in Photoshop for a game made in RPG Maker.

### 2D Graphics - SETI Game Jam

Stockholm (2014)

A two-day game project as a group. Creating the graphics for a game using Photoshop. Implementing in UNITY 4 game engine.

### Author

Usually on a train (2014- )

Currently working on an untitled Sci-fi/Fantasy book project while commuting. To date: 100K+ words/180+ A4 pages.

### Pride Parade Volunteer/Group leader

Stockholm Pride (2013-2016)

In my role as Group leader (2015-2016), I was in charge of 7-12 volunteers to make sure streets were properly closed off and maintain security while the parade passes by.

## SOFTWARE PROFICIENCY

- ❖ Maya
- ❖ ZBrush
- ❖ Marvelous Designer
- ❖ Unreal Engine 4
- ❖ UNITY 5
- ❖ Photoshop
- ❖ Substance Painter
- ❖ Quixel SUITE
- ❖ Shader Forge (UNITY)
- ❖ xNormal
- ❖ B2M
- ❖ MotionBuilder

## LANGUAGE PROFICIENCY

- ❖ Swedish (native)
- ❖ English (full professional)