

Portfolio [tommykarnerfors.com](http://tommykarnerfors.com)

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# WITH HIGH AMBITIONS

*and Love for Art and Games*

My name is Tommy and I'm currently studying a programme about 3D Product Visualisation called Computer Graphics Design at YRGO.

I got my bachelor's degree 2013 through a programme called Computer Games Development - Graphics, where I learned about **game development**, **2D-** and **3D-graphics** and **animation**. Through the animation- and game development projects, I have been working in every part of the pipeline in developing graphics for games, from creating **moodboards**, **storyboards** and **concepts**, to modelling and texturing, to rigging and animation.

This has brought me overall awareness about what to bear in mind when creating assets for games and animation. One particularly successful project was the game "Build 'n' Break", which **won "Gamers Choice"** in **Swedish Game Awards 2012**, where my main responsibilities were as an **Art Director** and **Texture Artist**.

My strongest qualities is my versatility and drive to develop my craft, since I find it so rewarding to learn more about design, painting, modelling and game optimization. I'm self-propelled and result oriented, known for having a strong focus. I enjoy making concept- and design decisions myself, as well as working in collaboration with predefined style-guides. I'm well known to **Photoshop** and have been **drawing traditionally** all my life, with a passion for drawing the human body and to creatively distort it to create fantasy creatures.

My biggest hobbies are digital illustration, 3D-modeling, games and hardware. I'm from Gothenburg and 28 years old, have a driver's license and a car of my own.

Yours Sincerely, Tommy Karnerfors



**TOMMY**  
**KARNERFORS**  
~ 1988 06 08 ~

*a n a t o m y*

*c h a r a c t e r*

*e n v i r o n m e n t*

*a r c h i t e c t u r e*

*c o n c e p t*



**MAYA**

**ZBRUSH**

**3DS MAX**

**U N I T Y**

*If you give me the opportunity  
I will thank you with hard work!*

# Education

## YRGO

*Bachelor's degree, Computer Graphics Design, 400yhp*

*2018-09 - 2020-05*

A programme about Product Visualisation. Where I learned 3DS Max, Corona Render, and realtime graphics. I have been involved in several group projects, which also was collaborations with Digital Deigners.

## University of Skövde

*Degree of Bachelor of Arts, Computer Game Development - Graphics, 180hp*

*2010-09 - 2013-06*

A graphic design programme oriented towards computer games, which included courses in game theory, visual narrative, 2D- and 3D-graphics and animation. The programme included three projects, which gave me experience of planning and collaboration with other disciplines. I also took course in life drawing, a continuation course in Maya, and a distance course through Gotland University about Zbrush.

**Build 'n' Break** *Project in Game Development II, 15hp*

*2012-04 - 2012-06*

A game in 3D-graphics made in Unity3D. My role was mainly as Art Director and Texture Artist, but acted also as Environment-, Lighting- and Concept Artist, and made sure to bring everything together into a cohesive design. The game was developed by 17 students in a ten week timespan. The game was nominated to "Game of the Year" and won "Gamer's Choice" in the Swedish Game Awards 2012.

**Casual Friday** *Project in Animation, 15hp*

*2011-11 - 2012-03*

A rendered trailer for a game in 3D-graphics made in Maya. My role in the project involved concept illustration, character modeling and texturing, character animation and post-processing effects in After Effects. The project was developed by ten students in a ten week timespan.

**Karlsborgsjakten** *Project in Game Development I, 15hp*

*2011-01 - 2011-03*

A game in 2D-graphics made in Photoshop and Illustrator. My responsibilities were creation of sprite sheets, but I also contributed with level design and helping the team creating a unified graphical style. The game was developed by 15 students in a five week timespan.

## The Gothenburg Region's Technical Upper Secondary School

*Upper Secondary School, Technology Programme - Locally Developed, 3800p*

*2004-08 - 2007-06*

A technical programme with focus on Telematics, preparatory for further studies. This included a broad technical education with specialization in wireless communications, and internship at Volvo companies. The program included courses such as CAD Technology A, Computing, Artistic Activities and Company & Product Knowledge.

# Professional Experience

**Workshop Assembler** *Riboverken (Permanent full-time)*

*2013-09 - 2018-09*

Working in production of pedals within the automotive industry. This involves assembling, punching and inspecting products.

**User Support** *Kartena (Internship and Holiday work)*

*2010-02 - 2010-09*

Acted as user support for a navigation service called ledningskollen.se. This involved customer contact via phone, helping them navigate through the website using the provided tools, and other questions relating the service.

**Service Technician** *Esscom Service (Fixed-Term Contract)*

*2008-10 - 2009-02*

Involved tasks such as cleaning, repairing or replacing hardware on defective slot machines. The tasks mainly took place at the company workshop, but service requests were also performed at the customers.

**IT-Support** *Volvo IT (Internship)*

*2005-11 - 2005-12*

Participated at the help-desk support department. This involved troubleshooting PC-computers, hardware, printers, and applications with technicians on-site at the Volvo Group.

## IT Skills

**Adobe Photoshop** Self-taught & Basic Course

**Adobe Illustrator** Self-taught & Basic Course

**Adobe After Effects** Basic Course

**Autodesk Maya** Basic & Continuation Course

**Pixologic Zbrush** Self-taught & Basic Course

**Pixelmachine Topogun** Self-taught

**Headus UVLayout** Self-taught

**Unity3D** Self-taught

**Microsoft Office** Basic Course

**3D Studio Max** Basic Course

## Language Skills

**Swedish** Native proficiency

**English** Professional working proficiency

**German** Elementary proficiency

**Italian** Hobby proficiency

## References

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