

CV ANDERS SANDBERG

Experience

- **Defrost Games, Malmö, Sweden** 2011-08 – present
3d artist, modeling, texturing, animation, level design
- Restaurang Thulehem Sodexho AB, Lund, Sweden 2011-06 - 2011-12
Chef. Responsible for 100-150 lunches.
- **Imperial Game Studio, Malmö, Sweden** 2011-05 - 2011-08
Game artist. Making both 2d and 3d art for games for the mobilphone market. Worked on 1 shipped title: Zombie Rider
- **Imperial Game Studio, Malmö, Sweden** 2010-08 – 2011-03
Internship. Worked on 2 shipped game titles: Golf Battle 3D and Turbogranities
- Restaurang Thulehem Sodexho AB, Lund, Sweden 2008-08 - 2011-06
Chef. Extra working mostly weekends.
- Restaurang Thulehem Sodexho AB, Lund 2003-05 - 2008-08
Chef. Responsible for 350 – 450 lunches daily, ordering of supplies, making of menus, HACCP and calculating cost.
- Sceilig Restaurant, Killarney, Ireland 2001-02 - 2001-08
Commie chef. A la carte.
- Scandinavian Business Systems, Malmö 2000-01 - 2001-02
Office Junior/Janitor.

Education

- **The Game Assembly, Malmö, Sweden** 2008-08 - 2011-03
Game Art
Worked on 8 game projects
Some of the courses were level design, animation, modeling, sculpting and concept art
- Lernia Restaurang Skola, Malmö, Sweden 2002-08 - 2003-05
Restaurant school
- Social Science Economical Programme, Spyken, Lund 1995-08 - 1998-06

Computer Knowledge

Autodesk Maya
Adobe Photoshop
Pixelogic Zbrush
Topogun
X-normal

Languages

Swedish
English

Reference

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Contact information

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