

Hi! My name is Anders Sandberg, 32 years old, and I'm looking for work as a 3D artist. I've recently graduated from "The Game Assembly" in Malmö, Sweden where I studied game art. My biggest passion lies in making 3d models. Everything from characters to basic props.

When I applied for The Game Assembly, it was foremost for learning game graphics, but also I felt I needed a challenge. And I got one. Working in groups from 4 - 10 people we have been making games from almost day one. Everything from a text based game to a first person shooter. The game projects have had a time-line of 8 – 10 weeks. In these projects I have learned the importance of having a well-planned pipeline and also how important it is with communication within the group. Some of these games you can download or just watch the trailers on my portfolio page: www.anders3d.com. The last 30 weeks of school I spent as an intern in a small studio called "Imperial Game Studio" in Malmö. Here I worked on 2 games projects, "Turbo Grannies" and "Golf Battle 3D", for the mobile market.

Since I'm now looking for my first job in the industry, my biggest interests are to improve my skills and to work in serious and organized studio.

So please check out my portfolio at www.anders3d.com. I'm available for hire right now.

When I'm not working on the computer I like to improve my 2d skills by drawing and painting. I also enjoy cooking and watch the Premier League. I ofcourse also play a lot of games.

Dedicated, humble, openminded and with great social skills.

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