

CV – Johan Sichtling

Date of Birth: 12-10-88
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Professional Experience:

EA DICE	Technical Artist	Battlefield 4 & DLC	2013 - Present
EA DICE	Technical Artist Intern	Battlefield 4	2012 - 2013
Karlsborgs Fästningsäventyr	Outsourcing Character and Prop Artist	Museum Game	2011

Formal Education:

PlaygroundSquad	Video Game Development – Graphics	Vocational School	2011 – 2013
University of Skövde	Video Game Development – Graphics	University	2009 – 2011
Göteborg University	Arabic Language and Culture	University	2007
Mimers Hus	Natural Science Program	Upper Secondary School	2004 - 2007

Additional Experience:

Forgotten Hope 2 Mod	Vehicle and weapon artist Level artist	Battlefield 2 Mod	2011 2008-2009
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Languages:

Swedish	Mother tongue
English	Spoken and written

Software Knowledge:

Primary tools:

Autodesk Maya
Autodesk Mudbox
Adobe Photoshop
xNormals
Frostbite Engine

Secondary tools:

Autodesk 3ds Max
Geocontrol 2
World Machine 2
MEL-scripting
Epic UDK

Other:

Have a Swedish drivers license (car).

References:

Please contact me for references.