

# Karin Bruér – CV

🌐 Portfolio: <http://karinbruer.com/>

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## Work experience

- **Lead Artist** (2014-present)  
**Rovio Entertainment Ltd.**  
I worked as Game Artist on *Angry Birds 2* up until the global launch. After the launch I took on the role as Lead Artist for all updates. Responsibilities include art creation (2D and 3D), effects, lighting, implementation, planning, directing outsourcing artists, and general management.
- **3D Artist** (2014)  
**Blackbeard Games (Chillingo)**  
Worked as a 3D Artist on *Mega Drift*. I did environment art, modeling, texturing, background paintings and art implementation in Unity.
- **Artist** (2013-2014)  
**Senri AB**  
Worked as an Artist on *Leo's Fortune*. I did environmental art (level and background) for nearly all levels in the game. (16 out of the 20 levels). Work included 2D and 3D asset creation, lighting, rendering, painting etc.
- **Lecturer** (2013)  
**Blekinge Technical University (BTH)**  
Planned, lectured and supervised two university courses for Game Artist students totalling 10 weeks. The courses were "Game Graphics 7,5 hp" (Concept art, art direction, sketch techniques and life drawing/croquis) and "Introduction to 3D Graphics 7,5 hp" (3Ds Max, modelling, UV-mapping, texturing, rigging, lighting, rendering)
- **Artist** (2012-2013)  
**Number Twentyfive Entertainment**  
Worked as Game Artist on three mobile games released by the studio. I was responsible for art direction, in-game graphics, implementation and promotion material.
- **Freelance Illustrator** (2012-2014)  
As a freelancer I've worked on a variety of different projects - album covers, posters, news illustrations, mural designs, animated short movies, game prototypes, comic-strips for newspapers, etc.
- **Photographer** (2006-2009)  
**TTELA**  
Worked as a photographer on a local newspaper. My main areas were culture-related photographic assignments such as concerts, festivals, theater and art exhibitons.

## Education

- **BA: Computer Graphics and Animation** (2009-2013)  
**Uppsala University Campus Gotland**  
I graduated with a bachelor's degree in Computer Graphics and Animation. I specialized in pre-production, 3D graphics, digital- and classic animation, life drawing and 2D graphics.
- **Cross media – Production Design** (2012)  
**European Cross Media Academy (EUCROMA)**  
I was handpicked by Uppsala University for a this cross-media education in Copenhagen, Denmark where I did production design, art direction, concept-art and management for game development and animated film.