

# Karin Bruér – Resumé

Portfolio: <http://karinbruer.com/>

Tel. +46 (0)768 343 548

Kungsgatan 52C, 753 21 Uppsala, Sweden

✉ [karinbruer@gmail.com](mailto:karinbruer@gmail.com)

## Work experience

- **Art Director** (2016-Present)  
**Fast Travel Games**  
Art director of the VR title *Apex Construct* (released 2018, PSVR/Steam/Oculus). Responsibilities included directing and managing the art team, concept art creation, setting the art style and developing the visual IP, implementation in the Unity engine, directing freelancers and outsourcing artists, artist recruitment, mentoring, reviewing and validating assets, creating marketing assets and planning production and pipelines.
- **Lead Artist** (2014-2016)  
**Rovio Entertainment Ltd.**  
Lead artist and Game Artist on *Angry Birds 2* (released 2015, iOS/Android). After release I was the Lead artist of live operations for the game's first ten updates. Responsibilities included art creation (2D and 3D) and implementation in the Unity engine, VFX, lighting, planning, directing outsourcing artists and freelancers, mentoring, directing marketing and branding partners, artist recruitment and general management.
- **3D Artist** (2014)  
**Blackbeard Games (Chillingo)**  
Worked as a 3D Artist on the title *Mega Drift* (released 2015, iOS/Android). I did environment art, modeling, texturing, background paintings and art implementation in the Unity engine.
- **Artist** (2013-2014)  
**Senri AB**  
Worked as an Artist on the title *Leo's Fortune* (released 2014, iOS/Android/Steam/PS4/ Xbox One). I did environmental art (level and background) for the majority of the levels in the game (16 out of the 20 levels). My work included 2D and 3D asset creation, lighting, rendering, painting and art implementation in the custom engine.
- **Lecturer** (2013)  
**Blekinge Technical University (BTH)**  
Planned, lectured and supervised two full university courses for Game Artist students totalling 10 weeks. The courses were "Game Graphics" (Concept art, art direction, sketch techniques and life drawing/croquis) and "Introduction to 3D Graphics" (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 (*StarCaptain* released 2012, iOS/Android, *Pond*, released 2012, Android, and *Dragon Steve*, released 2013 iOS/Android). Responsibilities included art direction, in-game graphics, art implementation in the Unity engine and creating marketing assets and promotion material.
- **Freelance Illustrator** (2012-2014)  
As a freelancer I've worked on a variety of different projects - game prototypes, album covers, posters, mural designs, animated short movies, comic-strips and illustrations 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 exhibitions.

## Education

- **BA: Computer Graphics and Animation** (2009-2013)  
**Uppsala University Campus Gotland, Sweden**  
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.

- Diploma: Cross media - Production Design (2012)

#### **European Cross Media Academy (EUCROMA)**

I was handpicked by Uppsala University for a European Union initiative in cross-media education in Copenhagen, Denmark where I did production design, art direction, concept-art and management for game development and animated film.

## Public Speaking

- Uppsala University, Advanced lectures 2015, 2016, 2017
- Creative Coast Festival, Talk 2015
- Creative Coast Game Concept Challenge, Jury 2015
- Nordic Game Jam, Talk 2015
- Nordic Game Conference, Jury 2015
- Nordic Game Conference, talk and panel 2013
- Blekinge Technical University, Advanced lectures 2012, 2013

## Awards and honors

- **Angry Birds 2**  
Nominated for Excellence in Art, IMG Awards 2016  
Nominated for Best 2D Visuals, Unity Awards 2016
- **Leo's Fortune**  
Winner of Apple Design Awards 2014  
Game of the year, Apple Appstore 2014  
Game of the month, Apple Appstore May 2014  
Nominated for Excellence in Art at IMG Awards 2015  
Nominated for Excellence in Gameplay at IMG Awards  
Nominated for Game of the year, Nordic Game Awards  
Nominated for Best Mobile Game, Nordic Game Awards  
Nominated for Game of the year, Touch Arcade  
Honorable mention, Game Developers Choice Awards (GDC)
- **Other**  
Develop 30 under 30, Honorable mention 2016  
Winner of Nordic Game Jam 2012 Jury's Choice  
Winner of BBI Game Concept Challenge 2012