

Karin Bruér

Resumé

Karin Bruér

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Work Experience

Producer / Machinegames, Zenimax Sweden

June 2018 - PRESENT, Uppsala, Sweden

Producer working primarily with art and art outsourcing.

Art Director/ Fast Travel Games

Oct 2016 - May 2018, Stockholm, Sweden

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 / Rovio Entertainment Ltd

Nov 2014 - Oct 2016, Stockholm, Sweden

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 / Blackbeard Games

May 2014 - Aug 2014, Stockholm, Sweden

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 / Senri AB

May 2013 - May 2014, Gothenburg, Sweden

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 / Blekinge Technical University (BTH)

Jan 2013 - March 2013, Karlshamn, Sweden

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 / Number Twenty Five Entertainment

May 2012 - March 2013, Karlshamn, Sweden

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 / Own company

May 2012 - Nov 2014, Sweden

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 / Stampen AB, TTELA

May 2006 - Aug 2009, Trollhättan, Sweden

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

Uppsala University / Bachelor of arts

August 2009 - Jan 2013, Visby, 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.

European Cross Media Academy / Diploma

January 2012 - June 2012, Copenhagen, Denmark

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

Public speaking and lecturing

- Futuregames, Lectures 2015, 2018
- Uppsala University, Advanced lectures 2015, 2016, 2017
- Workshops, Hallsberg municipally high schools, 2018
- 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 (selection)

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

