Johanna Fransson

CONCEPT ARTIST

About Me

Game artist based in Stockholm Sweden, with 3 years experience of creating concept art for game development. I create art that brings excitement and magic to the product with the optimisation in mind. I have great communication skills and a drive to always push the quality in my work.

Experience

King, Candy Crush Soda - Visual Development Artist

2020 – 2021

Game Artist | Visual Development Artist

- Concepts - characters, UI/game elements & environments.
- Storyboards - VFX & animations.
- Asset rendering - Illustrator & Photoshop.
- Implementation in Engine.

Working as a Visual Development Artist I've been having a more focused role as a concept artist where I've worked closely with various production teams to help deliver visual direction of features. I've been responsible for creating concept visuals and implementing art for features in Candy Crush Soda mobile game. The art tasks have ranged from creating concepts for gameplay elements, environments, characters, reskinning features and UI elements.

King, Candy Crush Soda - Game Artist

2019 – 2020

Game Artist | Generalist

- Concepts - characters, UI/game elements & environments.
- Storyboards - VFX & animations.
- Asset rendering - Illustrator & Photoshop.
- Animations & VFX - Created in game engine.
- Spine Animations - Rig and Animation.
- Implementation in Engine.

Worked as a Generalist Game Artist for a year where I was responsible for creating concept visuals and implementing art for features in Candy Crush Soda mobile game. The art tasks ranged from creating concepts for gameplay elements, reskinning features to creating visuals for new features.

Education

Advanced Vocational - Futuregames

2018 – 2019

This education is implemented in direct cooperation with the game industry and Future Games board of education includes: King, Avalanche Studios, Dice, Fatshark, Paradox interactive, Starbreeze, Glorious Games, Uprise, Really Interactive.

They aim to create pragmatic developers with a balanced and wide perspective on the entire development process. To create developers with strong cooperative skills, who are used to working in teams. To create developers with a very hands- on and proactive approach. Strong practical focus throughout the education. All courses are to result in a practical exercise. Learning by doing.

Contact

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Portfolio

https://johanna-fransson.weebly.com/

Skills

Unity

Photoshop

Illustrator

Spine

Maya

Substance Painter

Java

xml

Sony Vegas Pro

Premiere Pro

Adobe Animate

Languages

English

Swedish

- Produce high quality 2D graphics for game engines like Unreal Engine 4, and Unity
- Texturing (applying 2D graphics on 3D models)
- Create animations with 2D graphics
- Create 2D effects for game engines
- Work in software like Adobe Photoshop, Adobe Illustrator and Maya
- Produce graphical interfaces for games with focus on usability
- Produce concept graphics and storyboards
- Adapt to different styles, concepts and targets
- Work independently and in teams with planning, development and production of games
- Work as a junior game developer specialized in 2D graphics

Upper Secondary Qualification - Arts Programme

2011 − 2014

Arvidsjaur Sandbackaskolan

Studying at the school, I was encouraged to think about the

significance of art and visual culture, both in a historical perspective

and within contemporary society. I developed a working

understanding of composition, perspective and colour theory.

References

References can be sent by request.