



# CV

## Charlotta Bävholm

**Location:** Gothenburg, Sweden

**Mail:** [lotta@bavholm.se](mailto:lotta@bavholm.se)

**Portfolio:** <http://charlottabavholm.com/>

### Awards

The Promise Award 2013  
Winner of 2013 for best thesis within e-learning and interactive media.

### Work Experience

Freelance Illustrator 2015 - present  
**Illustration, Concept art, Graphics design**  
Clients include The Swedish UN-Organization, 1999 RPG, Antares Publishing, GAPF, The City Museum of Skövde and private clients.

Paradox South 2014  
**Junior 2D Artist**  
Portrait illustration for Hearts of Iron IV. In game illustration, portraits and 3D characters for Europa Universalis IV. Merchandise design for Crusader Kings 2.

Ludosity Learning 2013  
**Concept Artist Intern**  
Character concept art for the game Cloud Islands.

### Skills

- 2D illustration and concept design in a variety of styles
- 3D character pipeline (modeling, sculpting, texturing)
- Webdesign with HTML, CSS and Javascript

### Education

The Oatley Academy 2017

**Painting Drama online course**

I completed Painting Drama in the class of Generation 6. I was personally coached by Chris Oatley (former Disney character designer) in painting technique and composition, and completed six illustrations and countless master studies as part of the assignments.

University of Skövde 2010 - 2013

**Game Development – Graphics Art**

Bachelor's Degree in media, aesthetics and storytelling. I took courses in concept art, life drawing, 3D-modelling and animation. My thesis was written on the subject of character design, while being an intern at Ludosity Learning.

## Software Knowledge

- Adobe Photoshop
- Paint Tool Sai
- Autodesk Maya
- Pixologic Zbrush
- Adobe Illustrator
- Adobe Dreamweaver