



CV

Charlotta Bävholm

Location: Gothenburg, Sweden

Mail: 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 and Concept art
Clients include Palindrome Interactive, 1999 RPG, Antares Publishing, 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
- Autodesk Maya
- Pixologic Zbrush
- Adobe Illustrator
- Adobe Dreamweaver