



CV

Martin Stockhaus
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Work Experience

- **Freelance Graphical Designer 2013-Now**
miscellaneous graphical work making Websites, Music Videos and Game graphics.
- **Graphical artist at Acne Play 2012-2012**
Was in charge of most of the graphical department and also did their level design and some game design. 6 months internship and 5 months employment until it closed down.
- **Guest Teacher in Game Design at Blekinge Tekniska Högskola 2009-2009**
Teached Game design, Graphics and Scripting in Multimedia Fusion 2 Sep-Dec
- **Construction Builder Byggservice Ruda 2008-2009**
- **Pixel Artist and Animator Intern Mobile Interaction Stockholm 2008-2008**
Released 2 games where I was responsible for all the graphics, Jan-June
Got employed but shortly after they shut down the graphics department
- **Cutter, Packer, Cleaner Kalmar Läns Styckeri 2004-2006**
Misc work in the meat process

Studies

- **3D for games** Playground Squad, Falun 2010-2012
- **Vector Graphics** Summer Course Högskolan på Gotland 2009-2009 Jun-Aug
- **Flash animation** Summer Course Högskolan på Gotland 2008-2008 Jun-Aug
- **3D for movies and games** School of Future Entertainment, Karlshamn 2006-2008
- **Esthetical Art and Design** Jenny Nyströmsskolan, Kalmar 2001-2004

Achievements

1st place winner of Swedish Game Awards Warm Up Challenge 2009
2nd place winner of Swedish Game Awards Warm Up Challenge 2008
2nd place winner Low Res competition Dreamhack Scene 2007

Programs i know

Autodesk Maya, Mudbox,
Adobe Photoshop, After Effects, Flash, Illustrator
V-Ray
Gimp
Incscape
Multimedia fusion 2