

CV

Education

- 2007 - 2009 **Digital Graphics** studies at **Nackademin**, Stockholm, Sweden
- 2003 - 2006 **Media Technology** studies at **KTH**, Stockholm, Sweden
- 2003 High school degree in natural science with emphasis on **computer science**

Personal Record

Name: Kristian Mårtensson
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Sweden
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2009 - now Work Experience as Freelancer at

Milford Film & Animation

Highlighted projects

- Modeling & texturing of environment + wrangler role for a [Coca Cola ad 'Tale of contour'](#)
- Modeling, texturing & wrangler for a [promoting ad for Nike's World Cup-themed short film 'The last game'](#)
- Modeling & texturing of characters for [TP express 'Celebration'](#)
- Modeling & texturing for [China Mobile - 'Wireless City'](#)
- Modeling & texturing for Kinder - ['Ever since'](#) & ['Better Together'](#)
- Modeling & texturing environment for ['Oi futuro - Thumb Down'](#)
- Modeling & Texturing GIO - ['Melticulous'](#), ['Safety Net'](#) & ['Motor'](#)
- Modeling & Texturing environment for [Grain waves - 'Talent show'](#)
- Modeling & Texturing for Victoria Government - ['Renovation'](#)
- Animation for Posten - ['Overnight'](#) & ['E-Handel'](#)
- Modeling & Texturing for JetBlue - ['Seatmonster'](#), ['DVD'](#) & ['Chase'](#)

Bläck

Highlighted projects

- Working on environment and characters for a Nike campaign - ['your year with Nike+'](#)
- Modeling and texturing artist for [Dragon Age Inquisition trailers](#)

Visual Art

Highlighted projects

- 3D Modeler & texture artist of environment for [God of War multiplayer trailer](#)
- some other project which are still hush hush

Showreel can be seen at

www.KristianMartensson.com

Skills

Swedish: Native
English: Fluent



Maya



Photoshop



zBrush



Mari



Mudbox



After Effects



Mental Ray



Arnold

