

Anders Bo Theallder

UI designer and game artist

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Experience

Game artist | Illusion Labs

2018 - Present

- Responsible for the UI / UX design of multiple projects. This included creating the UX strategy and design vision, creating wireframes, user flows and prototypes, design mockups, assets and implementation.
- Creating concept art for environments and characters.
- Environment art for levels. Decorating, lighting and post processing.
- Modeling and texturing game assets.
- Co-led the production of multiple projects and updates.

Game artist intern | Illusion Labs

2017 - 2018

- Modeling and texturing assets for various games.

Graphic designer and illustrator | Freelance

2011 - 2015

- Creating illustrations, comics and graphic design for clients. Clients included Lunds kommun, Alliance Esport and Mercedes. This included layout and design of marketing material, designs for company merchandise among many others.

Education

Game art

The Game Assembly

Malmö

2015 - 2018

Comics art

Serieskolan

Malmö

2009 - 2011

Skills

UI Design

Graphic design

Concept art

Illustration

Storyboarding

Modeling

Texturing

Agile workflow / Scrum

Tools

Photoshop

Illustrator

Adobe XD

Unity

After Effects

Adobe Premiere

Maya

Blender

Substance Painter

Substance Designer

Zbrush

Unreal Engine