

# NILS WADENSTEN

Senior 3D artist

## WORK EXPERIENCE

2013 - 2016

**Aqua Moto Racing Utopia** - Wii U  
Lead Artist + Art Director / Zordix AB

2015

**Douchebag the game** - Mobile iOS + Android  
3D Artist + Concept Artist / Douchebag of Sweden

2012 - 2013

**Snow Moto Racing 3D** - Nintendo 3DS  
3D Artist + Animator / Zordix AB

**Aqua Moto Racing 3D** - Nintendo 3DS  
3D Artist + Animator / Zordix AB

2011 - 2012

**Furiae** - Nintendo DS  
Lead 3D Artist + Concept Artist + Animator / Zordix AB

2010 - 2011

**Valet Parking** - Nintendo DSi  
3D Artist + Concept Artist + UI Designer / Zordix AB

2009 - 2010

**Lawn Mower Kids** - iOS  
3D Artist + Animator + UI Designer / Zordix AB

## EDUCATION

**Computer Graphics** / Luleå University of Technology  
2006 - 2009

**Life Drawing** / Uppsala University  
Summer 2014

**Artistic Anatomy and Sculpting** / Luleå University of Technology  
Summer 2008

## CONTACT INFORMATION:

Phone: **+46 70 2906151**

E-mail: **nils.wadensten@gmail.com**

Portfolio: **www.nilsw.com**



## PROFESSIONAL SKILLS

3D Modeling / Texturing / Rendering  
3D Scanning / Scan data cleanup  
Rigging / Animation / MEL Scripting  
UI Design  
Concept Art  
Game Design / Level Design  
Artwork Rendering + Layout for marketing  
Trailers / Cinematics

## SOFTWARE EXPERTISE

PRIMARY:  
Maya / Zbrush / Photoshop

SECONDARY:  
Unity Engine / Quixel Suite / xNormal  
Agisoft Photoscan / Marmoset Toolbag 2  
After Effects / Premiere Pro / 3ds Max