# John Hans Elias Dahlgren

## **Concept Artist & Marketing Artist**

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#### **WORK EXPERIENCE**

## **Doomwood Digital Media**

Vancouver BC, Canada (Remote from Sweden)

2D Concept Artist & Marketing Artist January, 2021 - Present

- Produced high-quality concept artworks and illustrations for more than 15 unique projects in video games, comics, film, and TV productions.
- Adapted to and frequently worked in over 8 distinctly unique artistic styles to match different target audiences, ranging from pre-schoolers to adults.
- Utilised and gained experience in a variety of modern workflows, 2 of which were AI-integrated projects.
- Collaborated with art directors and fellow 2D & 3D artists, maintaining consistency between 2 cross-functional teams throughout all project stages.
- Managed a small team of 3-4 artists across multiple time-zones, efficiently bridging them with the art director(s) and clients.
- Contributed to acquisition of new talent, as well as providing support for the continued growth of 3 artists.

#### LBS Stockholm South

Stockholm, Sweden

Visual Arts Teacher Substitute

August, 2018 - June, 2019

- Inspired students through demonstration of strong foundations in visual arts.
- Provided constructive feedback to students, aiding them and their projects.

## **Indie Game Development**

Stockholm, Sweden

2D & 3D Artist

August, 2015 - June, 2018

- Partook in all stages of development, from early 2D concepts and moodboards to
- Modelled, rigged and animated a character from scratch in Autodesk Maya.
- Implemented 2D and 3D assets into the Unity Game Engine.

#### **EDUCATION**

### Vancouver Film School

Vancouver BC, Canada

Diploma with Honors - Animation Concept Art

2019 - 2020

## **SKILLS**

**Skills:** Proficient in Adobe Photoshop and Premiere Pro, Clip Studio Paint, Microsoft Office, Google Suites, Wondershare Filmora and Canva. | Fully capable of independently troubleshooting and solving software and hardware issues. | Basic understanding of Blender and Autodesk Maya. | Advanced understanding of art theory and fundamentals.

Languages: Native speaker in English and Swedish | Basic Japanese | Elementary Spanish and French