



## LOCATION

Copenhagen, Denmark

## LANGUAGES

Danish | Native

English | Bilingual Proficiency

## SKILLS

### PRIMARY

Concept Art

Illustration

Visual Development

Character Design

World Building

### SECONDARY

Environment Design

3D Modeling

## CONTACT

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## ABOUT ME

Hey! I'm Mathias and I'm an aspiring concept artist and illustrator based in Copenhagen. Ever since I remember I've been drawing and making up my own little worlds to tell stories, inspired by video games and fueled by a big imagination.

My creative drive and love for games came together when I saw an opportunity to make skin-designs for *Counter-Strike: Global Offensive*, some of which eventually made it into the game.

That opened the door for me to work with professional eSports team *Fnatic*, and an indie game company based in New Zealand, which in turn allowed me to fund my own art education, and led me to where I am today.

I'm eager to dive into new projects and continue improving myself, while having a positive impact with my work and open minded mentality.

## EXPERIENCE & EDUCATION

2019-21  
EDUC. Online Concept & 3D Courses  
CGMA, Schoolism

2018  
EDUC. The Animation Workshop,  
The Drawing Academy, Fall Course

2017  
EDUC. The Animation Workshop,  
The Drawing Academy, Fall Course

2015  
WORK Depth indie game,  
Skin design / texture work

2014  
WORK Fnatic eSports,  
Skin design

## SOFTWARE

### PRIMARY



### SECONDARY

