APPLICANT

MARCUS RYÉLL
2D/3D Artist & Animator

CONTACT & LINKS

E-mail   marcus.ryell@gmail.com
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Portfolio   https://marcus.ryell.se/

SUMMARY

3D/2D/VFX Artist with over two decades of experience in film, games and web. Creates beautiful and highly optimized artworks for any platform, all the way from concept to finished asset. Well aware of the technical challenges within game production. Likes to get into the nitty gritty. Has superb communication and problem solving skills. Continuously improving on his knowledge and workflows. Don't mind sharing his knowledge with co-workers.

EXPERIENCE

2D/3D Generalist at Slotmill
2023 - Present | Stockholm (hybrid), Sweden

Senior 2D/3D Artist at Solidicon
2021 - 2023 | Gothenburg, Sweden

Senior 2D/3D Artist, Animator at NetEnt/Evolution
2018 - 2021 | Gothenburg, Sweden

3D Artist, Motion Graphic Designer at Ericsson
2014 - 2018 | Gothenburg, Sweden

3D Artist, Motion Graphic Designer at KAN
2006 - 2014 | Malmö, Sweden

Owner, Multimedia Generalist at Mechano
2003 - 2006 | Gothenburg, Sweden

3D Artist, Motion Graphic Designer at Dockhouse
2001 - 2003 | Gothenburg, Sweden

Educator, Consultant at Academedia
1999 - 2001 | Gothenburg, Sweden

EDUCATION

Conceptual art
Luleå tekniska universitet

Interaction/UX Design
Högskolan Kristianstad

Sculpture/Art
Uppsala universitet

3D Design
Linnéuniversitetet

3D Design
Högskolan Väst

+Various online classes at **Udemy**, **Pluralsight**, **YouTube** etc.

SKILLS

3D modeling and sculpting, High to low poly pipeline, PBR texturing, Asset optimisation, Animation, Visual effects, Particle effects, Compositing, Motion graphics, Storyboarding, Painting, Illustration, Photography

TOOLS

Zbrush, Substance Painter, Substance Designer, Photoshop, Cinema 4D, 3ds Max, Maya, Blender, Unity, Unreal Engine, Procreate, EmberGen FX, Neutrino FX, After Effects, Spine Pro

PUBLICATIONS