Nina Morgan Olsson

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About me

I'm a social and creative woman who's passionate about creating together with a team and is not afraid of new challenges.

Work experience

Learning Producer   12/2016 - Present
Funkis Multimedia AB
I have been working flexible within different areas, such as leading projects, implementing content, administrating, responsible for filming etc.

Tech Support   06/2016 - 12/2016
Canal Digital Norge
Helped customers with technical issues regarding their satellite tv.

Game designer   08/2015 - 01/2016
Newnorth Technology
Created 2D and 3D art, Game design and VFX in various projects.

VFX/UI Artist   09/2014 - 01/2015
Play Magic - *Internship*
Created UI Art and VFX effects while making app games in Malta.

2D Artist   10/2010 - 01/2011
Studio Freaks Interactive - *Internship*
Created 2D Art in various projects.

3D Artist   06/2010 - 08/2011
Time trap - *Internship*
Created 3D Art for a top down space shooter game.

2D Artist   01/2009 - 08/2009
Paradox Interactive - *Internship*
Worked as a 2D Artist during the release of *Hearts of Iron 3*.

Skills

Microsoft Office   Scrum
Kanban   Teams   Slack
Photoshop   Media Encoder
Illustrator   After Effects
Premier   Sketch   CSS
Unreal Engine   Python
Unity   Maya   Z-brush

Education

• 1,5-year Vocational School
The Game Assembly in Malmö
as a Technical Artist. (2013-2015)

• 2-year Vocational School as a 3D-Artist
at *Gamemaker,* school for
computer game developement.
(2007-2009)

• 3-years in Senior High school at
Fässbergsgymnasiet, studying Art.
(2004-2007)

Courses

• Course in Gamification
  (Learning in games, 2020)
• Course in Project management (2020)
• Course in Western Esotericism (2019)
• Course in Graphical Design (2018)
• Course in Interactionsdesign (2013)
• Course in Historical Archeology (2012)
• Course in creating your own company (2011)
• Course in Z-brush (2010)
• Course in Flash CS4 (2010)
• Course in Webproduction at Fotohögskolan
  (2010)