

# IVAR HILL

GAME DEVELOPER & DIGITAL ARTIST

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## SUMMARY

I am a 2D and 3D artist who specializes in creating props and environments for games and other digital media. Beyond this, I am also experienced creating user interfaces and promotional art.

Aside from games, I also have extensive experience in web development and software design.

My full portfolio can be seen at [ivarhill.com](http://ivarhill.com).

## EDUCATION

### University degree (2013-2015)

3D art education at *PSQ University*, Sweden

### Pre-University degree (2009-2012)

Digital Production education at *Portalens Gymnasium*, Sweden

## RELEASED GAMES

### Villagers & Heroes

*Art Director, Web Developer*

Villagers & Heroes is a free-to-play fantasy MMO available on the PC and Android platforms. I have been responsible for the game's mobile art and UI, marketing and promotion, web development and more.

## SOFTWARE EXPERIENCE

### EXPERT

Adobe Photoshop

Autodesk Maya

Unity 5

Quixel Suite

### PROFICIENT

Adobe InDesign

Adobe Illustrator

Autodesk Mudbox

Visual Studio

Marmoset Toolbag

MonoDevelop

xNormal

## OTHER EXPERIENCE

### TECHNICAL SKILLS

Intermediate programming (C#, Java)

Web coding (HTML, CSS, JavaScript, PHP)

IT experience

Windows, macOS and Linux expertise

### FREELANCING SKILLS

Web design

Print design

Software UI/UX design

Promotional art

Soundtrack composing

### OTHER

Fluent in Swedish (native)

Fluent in English (very experienced)

Extensive time spent living in Sweden and the US