



Curriculum vitae
Isak Felldin



3D-artist, Designer

Over 10 years of experience in 3D and graphic design, working at big and small companies, abroad and in Sweden. With my wide experience from different fields and variants of firms I learned to like new routines and experiences and I'm never a stranger to changes.

About me

My name is Isak, born 1986 in Gustavsberg Stockholm. I love design. Creativity has always been around in my family either with music or art. What set me on my specific path was my great interest in technology, I was never any good at hand drawing or playing any instrument but I had a talent for technology, naturally 3D visualizations became an outlet for my creativity. I love to be challenged and try to accomplish the impossible

Experience

Adapt Event & Expo AB

3D designer and visualizer - Stockholm, Sweden | FALL 2017 - PRESENT DAY

I create fast passed 3D visualizations to pitch in ideas of company events to all kinds of clients, like Microsoft, Spotify etc. I really love the challenge of creating something as selling as possible in only a few hours.

3D Interactive STHLM AB

Project Coordinator & 3D artist - Stockholm, Sweden | SPRING 2016 - FALL 2017

Creating stunning promotional work in augmented reality together with SAAB group.

Augmented reality is a way of presenting 3D elements in the reality as "holograms" viewed through the camera of a phone (or from any other device).

We have created tons of cool AR materials but our SAAB collaboration, with their military products such as the fighter plane Gripen is by far the coolest we have done.

3D House AB

Project Manager - Nacka, Sweden | SUMMER 2015 - SPRING 2016

As Project Manager, I prepared the projects by ensuring that the necessary drawings were collected and after that I translated them and clarified it for the 3D artists. I checked that all the images were consistent with the drawings and the client's instructions. And I also did many graphical works in illustrator.

Among other things I developed a web application a so called residential navigator", where you directly in the browser window can interactively choose which apartment you want to see by clicking on the facade in the image.



Continuation..

DIAKRIT International Ltd

Visualization Leader - Bangkok, Thailand | SUMMER 2014 - SPRING 2015

As a Visualization Leader I was responsible for assigning, providing inputs, and quality assuring visualizations produced in the 3D team. I worked close to the Lead Artists as well as the Project Manager, communicated statuses, regarding deliveries, delays and other info that affected the time plan or quality. I was required to have a deep understanding in architectural design, and also the technical, organizational and communicative skills needed to be able to guide, educate and inspire the 3D team.

Raytrace Studio Stockholm

3D artist - Stockholm, Sweden | WINTER 2012 - WINTER 2015

Worked as a Freelancer, Did a lot of exterior house visualizations. For the most part my customers were modular house manufacturers. Untapped market with a lot of houses. Only problem for me was that the market was too small and too slowly developing so after I made a majority of Sweden's small house in 3D. My business slowed down.

Prove IT AB

Project management & Development - Lidingö, Sweden | SUMMER 2010 - WINTER 2011

Prove it AB, images editors and floor plan's producers for a large part of Sweden's real-estate firms. I was responsible for the order management and the quality checking. I was "Prove it's" first contact so I made sure that all clients, suppliers and subcontractors got the support that was required so that everyone would be in good hands. I had a new product development responsibility which meant that I constantly developed procedures and workflows to streamline and raise the quality of the services and offer new innovating products.

Toaster Studio HB

3D artist, Sales - Stockholm, Sweden | SUMMER 2006 - SUMMER 2011

Me and my closest class mates had as our final project in school chosen to start a company together, we were 6 friends that loved to work in 3D. We especially did an accurate visualization of high tech sawmills as an animations used for advertising for a new innovating sawmill tech which was set in a successive assembly afterwards. Our biggest client was Catech AB

Mediagymnasiet

3D Substitute teacher - Nacka, Sweden | SUMMER 2006 - WINTER 2007

I worked with the program Maya and Photoshop. Learned a lot about teaching and being a fair coach.

CAD-quality Sweden AB

CAD artist - Solna, Sweden | SUMMER 2005

Learned and worked in the CAD program: Revit From Autodesk.

I made custom content which was implemented as standard content in the Swedish version of Revit such as furniture, domestic appliance and etc with complex "metadata" which allows users to change contents size and length in a quick and easy way.



Education

The Garden | FALL 2006 TO SPRING 2008
Computer Games - Level Design

MediaGymnasiet Nacka Strand | FALL 2003 TO SPRING 2006
3D & Media

Skills & Languages

Software:

3Ds Studio Max, Vray, Railclone, Photoshop,
Illustrator, After Effects, Lightroom, Sketchup, Keyshot, Unreal, Unity
and much more..

Code:

SVG ("XML"), HTML, UE Blueprint

Skills:

- Good communication knowledge and teamwork ability.
- Self-critical thinking that always analyzing everything I do then effectively evolve and streamline my workflow.
- Very good technical understanding, can effectively learn any new system and workflow.
- Work my best under pressure when top quality results are demanded of me, Like when I need to overcome new challenges.

Languages:

Swedish - Fluently
English - Very good



See my portfolio here
<https://felldin.me>