

# Diana Berg

## 3D Artist

### EXPERIENCE

#### King

2016 - Present  
Game Artist

Worked on Candy Crush Jelly Saga where I focused on producing environment art for the map, then moved on to Candy Crush Friends Saga and Candy Crush Saga, as well as some unannounced projects.

#### Copenhagen Creators

2014 - 2016  
Game Artist

Primarily contributed to Dawnbringer, a mobile fantasy RPG. My tasks were diverse but mainly focused on polishing and implementing assets and creating game-ready environments using a variety of tools.

### EDUCATION

#### The Game Assembly

2012 - 2015  
Game Art

Higher vocational education teaching game development including an internship. More information at [www.thegameassembly.com](http://www.thegameassembly.com)

#### Cybergymnasiet Malmö

2009 - 2012

Upper secondary education focusing on art.

### TOOLS (in order of proficiency)

#### 3D

- Maya
- zBrush
- 3D-Coat
- Substance Painter/Designer

#### 2D

- Adobe Photoshop
- Adobe Illustrator
- Spine

#### Rendering

- Arnold (Maya)
- Cycles (Blender)

#### Engines

- Unity
- Unreal
- various in-house

#### Tools

- Perforce
- Git (with GUI)
- Jira

### LANGUAGES

#### Swedish

●●●●●

#### English

●●●●●

#### German

●●●●●

#### Polish

●●●●●

### HOBBIES

- Video games
- Reading
- Music
- Brewing
- Drawing
- Bouldering

*I will gladly provide references upon request.*