



LOCATION

Copenhagen, Denmark

LANGUAGES

Danish | Native
English | Bilingual Proficiency

SKILLS

PRIMARY

Concept Art
Character Design
Prop Design
Creature Design
Environment Design
Illustration
Visual Development
World Building

SECONDARY

3D Modeling
Sculpting
Game Development

CONTACT

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ABOUT ME

Copenhagen-based concept artist and illustrator working across games and publishing. I recently came back after a great year at the digital art studio **Goodname**, contributing to projects ranging from indie to AAA studios, creating characters, props, environments, and illustrations across a variety of styles and pipelines.

I'm at my best (and having the most fun) when I can fully immerse myself in a project, researching, understanding its world, and coming up with fun new answers to the creative challenges, that both the client, the audience and I can be proud of. I'm a **fast learner**, and I'm comfortable switching between workflows, or exploring and adapting to different styles and levels of stylization.

Alongside my professional work, I'm very interested in games, and the creative process behind them, including a few experiences with game and boardgame development. This gives me a better insight into how designs and visuals fit into a larger production pipeline, and just overall player experience.

EXPERIENCE & EDUCATION

2025 WORK	Artist Goodname, Vilnius, Lithuania
2024-25 WORK	Junior Artist Goodname, Vilnius, Lithuania
2024 WORK	Internship Goodname, Vilnius, Lithuania
2023-24 EDUC.	Online Concept & Illustration Courses Schoolism & Underpaint Academy
2019-21 EDUC.	Online Concept & 3D Courses CGMA, Schoolism
2017-18 EDUC.	The Animation Workshop, The Drawing Academy, Fall Course

SOFTWARE

PRIMARY

Adobe Photoshop, Blender, Rebelle, Adobe Illustrator

SECONDARY

Marmoset Toolbag, Autodesk Maya, Substance Painter,
3D Coat, Nomad Sculpt (iPad)