

**Personal data**

Adress: Ekshäradsgatan 98  
12346  
Stockholm, Sweden

Telephone: +46 708 76 35 29  
E-mail: mikael.widegren@gmail.com  
Homepage: www.widebranch.com  
Age: Born 1985, Stockholm, Sweden

**Areas of specialization**

Digital Matte Painting, Concept- & Production Art.

**Skills**

Strong ability to realize concepts and ideas as illustrations, matte paintings or production art after over two years of employment as a concept artist, matte painter and three years in graduate school, coupled with a long-running interest in film and film-making.

Good knowledge of color theory, values, composition and other principles of illustration and visual storytelling.

I'm dedicated as well as a fast and eager learner. Experienced in working together with others in a creative environment with an open dialogue. Good at taking, giving and evaluating constructive criticism in order to come together towards a common goal or improve a piece.

Previous experience has also granted me skills in other areas of the industry, such as 3D modeling (characters and digital sets/environments), texturing, lighting and animation which makes it easy to communicate with many different individuals in different positions on a team.

**Education**

2004 - 2007 BSc in Computer graphics, gsCEPT ( LTU, campus Skellefteå, Sweden)  
2001 - 2004 Technical Science, Kärrtorps Gymnasium, upper sec. school, Stockholm

**Language Proficiency**

Swedish and English.

**Software Knowledge****Strong**

Adobe Photoshop  
Autodesk Maya  
Eyeon Fusion  
Adobe Premiere

**Basic**

Adobe Illustrator  
Autodesk 3D Studio Max  
Softimage XSI

**Bio**

After finishing upper secondary school in Stockholm I enrolled in the Computer Graphics programme at gsCEPT in Skellefteå, Sweden. I had always enjoyed film and visual storytelling in all its' forms, and was intrigued by the process of filmmaking and what lay behind these productions. The great leaps in visual effects work during the years prior fascinated me to no end, which helped spur this decision on.

During the education, I developed solid skills and understanding of most of the aspects of visual effects, including modelling, compositing, animation and texturing. Soon though, I discovered illustration, its' appliances within the business and knew then that this was something I wanted to pursue. During my three years at gsCEPT I often found myself in a position as a concept artist, working together with others to realize their visions and stories. I worked hard to build up my skills, learning from both industry professionals as well as peers and alumni.

After finishing my final project, a 2.5D matte painting, during my last semester I landed a job as a Concept Artist in early 2007 at Funcom, Norway's biggest video game developer. I soon found myself within a very passionate and skilled art department. My time at Funcom was a tremendous learning experience: not only artistically or skill-wise, but also on working together with art directors, producers and fellow artists. Since then, I have worked for acclaimed studios such as Framstore CFC in London and Swedish VFX-house Fido Film.

With industry experience, a richer portfolio and genuine passion for visual effects, matte painting and concept art I'm now eagerly looking for new opportunities around the world within film, commercials or video games, either in-house or on a freelance basis.

**Previous experience**

<b>Year</b>	<b>Employer</b>	<b>Project</b>	<b>Role(s)</b>
2009	Fido Film	“RWE” (ad, 2 x animated short)	Matte painter, color keying, assistant AD
2009	PepperMelon (freelance)	“Los Angeles: 3009” (matte painting)	Matte painter, concept artist
2009	Framestore CFC	“DJ Hero” (intro cinematic)	Matte painter
2007-08	Funcom Oslo	“The Secret World (videogame) <i>To be released</i> “	Concept Artist
		“Age of Conan: Hyborian Adventures” (videogame) <i>Released May 2008</i>	Additional Concept Artist
2006-07	<i>Animated short film</i>	“Fishing with Melker”	Concept artist, 3D environment artist
2006-07	<i>Third year project</i>	“2.5D Matte Painting”	Matte painter, Concept artist
2006	<i>School project</i>	Game development	Concept artist, 3D artist.
2006	<i>School project</i>	Real-time graphics	Modeling, texturing, lighting animation
2005	<i>School project</i>	“Chain Reaction”, animated short	Modeling, texturing, lighting and animation.