VIKTOR PORSE SCHALIN
CONCEPT ARTIST & ILLUSTRATOR

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Location: Virkesvägen 7B, 120 78 Stockholm

WORK EXPERIENCE

Star Stable Entertainment AB. Full time employed as Concept Artist. 5+ years.

EDUCATION

2019 Florence Academy of Art / Sweden. Landscape Painting 1 week.
Teacher: Michael DeVore

2015 - 2017 Future Games Stockholm. Specializing in Concept Art.
Experience working as Concept / 2D Artist for 3 different gameprojects: 2, 4 and 7 weeks long.

2014 Gnomon School of Visual Effects. "Imaginative Landscapes" Online Education.
Grade: A. Teacher: Craig Elliott. 10 weeks.

2013 - 2014 Gnomon School of Visual Effects. "Photoshop for Concept Design" Online Education.
Grade: A+. Teacher: Craig Elliott. 10 weeks.

2011 - 2012 KV Art School. "Artistic Foundation" - Gothenburg.
• Painting • Drawing • Croquis • Sculpting • Art history

2004 - 2007 Schillerska High School. "Image & Form" - Gothenburg.
• Painting • Drawing • Croquis • Sculpting • Photography • Art history

SOFTWARE / SKILL

Procreate: Digital sketching / drawing / painting for concept art and illustration.

Photoshop: Digital painting for concept art and illustration.

Traditional sketching / drawing: Inkpen, waterbrush, pencil etc.

Traditional painting: Oils and acrylics.

LANGUAGE

• Swedish: Native language   • English: Fluent proficiency

SCHOLARSHIP

• Received an Arts & Culture Scholarship in Härryda 2013 for the digital paintings I applied with.

My name is Viktor Porse Schalin. I'm a Concept Artist and Illustrator living in Stockholm, Sweden.
I have been fascinated with drawing, painting, designing and building things for as long as I can remember and it´s something that I enjoy working with on a daily basis.

I have worked at Star Stable Entertainment AB for 5+ years, which has meant:
- Working with Art Director and Narrative Director.
- Working with a team of 3D Artists, Designers, Tech Artists, Marketing Department etc.
- That I have been working in an iterative way with sketches and paintings. Receiving and giving feedback with other artists.
- Visualizing others and my own ideas through concept art and illustrations.

Example of different tasks I have worked on at Star Stable:
- Environment concept art
- Character concept art
- Concept art for props & VFX
- Illustrations for marketing campaigns and use in game.
- Collaborating on mood-boards based on a creative brief from Art Director and Narrative Director.
- Doing research and creating mood-boards myself.
- Experience collaborating with producer, breaking down tasks. Software used at Star Stable: Jira, Favro and Confluence.
- Some experience writing about the pre production phase in Star Stables game development pipeline.

My educational background started with art school. I studied traditional mediums such as oil and acrylic painting, sketching and drawing, croquis, sculpting with clay, visiting museums etc. But my goal was to work with concept art.
The other part of my educational background is in digital painting through online courses at Gnomon School of Visual Effects.
I also studied at Future Games in Stockholm, specializing in concept art.

I am still interested in traditional painting and I went to a summer course at Florence Academy of art in Mölndal. The course was focused on landscape painting outside (plein air painting). I also do some plein air painting in my spare time, using oil painting or digital painting on my ipad.