

Alex Tornberg

Curriculum Vitae



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Profile

Motivated by opportunities to create visually immersive game worlds with a skilled and driven team. With over 6 years of experience from the games industry and close to 10 years as a professional illustrator. Has extensive experience as Concept Artist for AAA games. Was among the awarded core art team of Age of Conan and later promoted to team lead and Assistant Art Director for the expansion pack.

Skilled at visualizing believable worlds and the people that inhabit them. Carry a broad range of interests and experiences to the task. Actively seek dramatic real-world environments, from living and hectic urban spaces to the dead and empty deserts. Has a love for history, geography and nature as well as the human behaviour. Find inspiration in all kinds of cinema, nature and fashion photography and "golden age" era artists.

Enjoys working in a team, with experience in team management and mentoring young co-workers. Mindful of real-time production budgets and has good interpersonal skills.

Experience

Concept Artist and Illustrator, Alex Tornberg Art, 2003 to present
Providing concept art, illustration, storyboards and visual development for the entertainment industry.

Background Artist, Stardoll, Stockholm Sweden, 2011 to present
Creating background art for flash games. Tasked to revamp the background graphics for the community and games.

Assistant Art Director, Funcom, Oslo Norway, 2009 to 2011
Promoted during the later production phase on Age of Conan - Rise of the Godslayer, but keeping the lead responsibilities for the Concept Art team. Heavily involved in reviewing playfields, both from an artistic and technical point, with focus on keeping the market leading visuals but getting faster performance. Worked on the In-game lighting, which included day and night cycles for outdoor playfields and light mapping for dungeons. Reviews of art assets and giving feedback to a large art team which included both Oslo and Beijing Offices. Also did textures for creatures, some remaining Concept Art task and all the tattoo textures in the game.

Lead Concept Artist, Funcom, Oslo Norway, 2008 to 2009
Managed a team of 5 Concept Artists on the expansion pack for Age of Conan, Rise of the Godslayer. Assigning and keeping track of their tasks, time budgeting following Agile and SCRUM methods. Reviewing and giving feedback on art assets and concepts. Advised on new hirings and training new artists.
Defining the visual style of the new regions and cultures of the game. Creating mainly character and environment Concept Art, but also some props and creatures.

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Concept Artist, Funcom, Oslo Norway, 2006 to 2008

Character, Props and Environment Concept Art on the MMO, Age Of Conan - the Hyborian Adventures. Was primarily the Concept Artist that created Armors and Weapons for player characters, but moved over to concepting and optimizing dungeons at the end of the production. Also worked with the Graphic User Interface and did in-game textures.

Art Director, Center of Gravity, Västerås, Sweden, 2005 to 2008

Work on a remake of the classic RPG Mutant Chronicles. Was in charge of developing the new visual style of the game. And also in charge of contacts with freelance illustrators and with the graphic design of the product. The game was canceled some time after I left.

Technical Illustrator, ABB Support, Västerås, Sweden, 2001

Creating technical illustrations and blueprints for internal use

Education

Informative Illustration, Mälardalen University, Eskilstuna, Sweden, 2002 to 2005

Illustration studies focused on creating information design. Including classes in Technical illustration, Science illustration, 3d modelling, animation, graphic design and layout.

Computer Science, Mälardalen University, Västerås, Sweden, 1999 to 2001

Misc studies. Including several programming classes, math, english and some history

Samhällvetenskapliga programmet, Carlforsska Gymnasie Skola, Västerås, Sweden, 1996 to 1999

Secondary School. Major subjects Social studies, economics and art.

Tools:

- Photoshop
- ZBrush
- Painter
- 3D Studio Max
- Sketchup
- Some experience with Unreal Development Kit
- Currently learning Unity3d
- Avid Photographer

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Referrals

“Alex was an invaluable asset to the graphics team. A highly skilled and versatile concept artist. A very knowledgeable assistant art director with a tight grasp on the art style and asset libraries. An organised, proactive planner for the concept team. Always helpful, professional and knowledgeable, with a contagious good mood and humour to boot, an asset to any art team.”

Ketil Storen, Associate Producer, Art, Funcom, ketils@funcom.com

“Alex has great knowledge of style, plans and status of concepts and assets. And always willing to share which is helpful with the amount of graphical assets needed in MMOs.”

Ulf Kristiansen, Project Coordinator, Funcom, ulfk@funcom.com

“Alex is not only a thorough professional but also a very interesting human being. He is a talented artist and also a great lead who is proactive in getting stuff done. One quality that comes to mind is his ability to always know the state of his teams progress and where every asset is located.”

Shashank Uchil, Senior Level Designer, Funcom

“Alex is a very talented artist with a very broad knowledge base and skill set, and his concepts are very detailed and easy to work from.

He has a great sense for those small details that push a design to the next level, and he is always ready to give helpful advice and feedback on other peoples work.

He is a very approachable and easy-going person, and a pleasure to be around in and out of the office.”

Michael Kiessling, Lead Character Artist, Funcom Beijing

“I have had the pleasure of working with Alex for nearly 3 years now. He is a very talented individual and his influence on Age of Conan’s visuals proves it. As an essential part of Age of Conan’s core concept art team he has shown remarkable efficiency and versatility in tackling assignments of an exceptionally varied nature.

He has brought that same efficiency and sharp focus into his Lead responsibilities, where his experience makes him an excellent medium between the different teams.

On top of all that, Alex is a cool and open-minded dude whose personality adds warmth to the office space. I can highly recommend him both as a concept artist and team lead.”

Torstein Nordstrand, Concept Artist, Funcom, torstein@torsteinnordstrand.com, +4799763112