

**Sanna Franzon**  
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Portfolio: [sannafranzon.se](http://sannafranzon.se)

## Education

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Sep 2013– Apr 2016 (ongoing)

Game Art Programme, Higher vocational education  
[The Game Assembly](#), Malmö Sweden

- November 2014 – February 2015 Real Time Strategy, 10 weeks, 12 team members
- September 2014 – November 2014 Space Shooter, 10 weeks, 12 team members
- April 2014 – June 2014 Turned Based Strategy, 8 weeks, 11 team members
- March 2014 – April 2014 Shoot em' Up, 8 weeks, 10 team members
- January 2014 – February 2014 Point and Click, 8 weeks, 10 team members
- September 2013 – October 2013 Textadventure, 8 weeks, 11 team members

Aug 2009 - Jun 2013

Media Programme focus Game Art, Upper secondary school  
[Ljud & Bildskolan](#), Helsingborg Sweden

- September 2012 – April 2013 Hack 'n Slash, 8 months, 3 team members

## Skills

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- Adobe Photoshop Use on daily basis
  - Autodesk Maya Use on daily basis
  - Pixologic Zbrush Use on daily basis
  - XNormals Good
  - Unity Basic
  - UDK Basic
- PBL/PBR Experience working with Physically Based Light/Rendering

## Experience

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June 2014

Attended SGA, nominated Best execution in Art  
Stockholm Sweden

May 2014

Volunteer, Nordic Game Conference, Malmö Sweden

May 2013

Winner of LBS Game Awards, Best Game, Best Game Concept  
Jönköping Sweden

## Language

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Swedish  
English

Native language  
Full professional proficiency

