Lina Brunhage

1990-12-26

Ambitious, motivated, game artist with a passion for learning and improving my art. Currently, I am working as a 2D artist at Bitwave Games.

Work Experience

2023 - Present Bitwave Games

2D Artist 2D Senior artist

2017-2023

Just For The Win Game Development

Animator Art Director Game Artist

3/5 - 14/6 2016, 14/5 - 30/5 2017

Centralen, Varberg

Workshop in drawing basics

12/4 2017

KultLab, Kungälvs kommun

Workshop in drawing basics

17/6 2016

Fyren, Kungsbacka kommun

Workshop in drawing basics

2015 - 2017

Olof Persson Projects

Art Project, Movementdrawings olofperssonprojects.net

2013 - 2017

ABF Mölndal, ABF Floda, Medborgarskolan Göteborg

Study circle leader/facilitator

Address:

Kvarnbygatan 27 431 34 Mölndal

Phone:

(+46) 0793498508

Email:

lina@brunhage.com

Website

portfolio

Software

Photoshop After Effects Blender Substance Painter Spine Unreal

Skills

Concept and Illustration Storyboard and layout Motion Graphics 3D sculpting 3D modeling Photobashing

Method and Process

Scrum

Language

Swedish English

Other

linkedin.com/in/lina-brunhage artstation.com/elfenceres behance.net/linabrunhage

Education

April - May 2024, June 2024 Figure drawing workshop Summer Painting Workshop

The Florence academy of art

December 2020 - December 2021, December 2022, March 2024, July 2024
Storyboarding for animation
Environment for production
3D for 2D artist
Keyframe Illustration
Creating stylized game assets
The art of color and light
Fundamentals of Architecture Design
CGMA

January - May 2015

Contemporary art and philosophy

Gothenburg University

2013-2014

Art History and Visual Studies

Gothenburg University

2010-2012

Undergraduate artistic education in Painting

Gothenburg School of Art

2006-2009

Social Studies

Porthälla Gymnasium

Exhibitions and Publications

2017

Bild och bubbla

Swedish magazine about comics

2016

Ades Media

Illustrated a cover for Dylan Dog Sirenens sång

04/05 - 2013

Urban Artroom

Exhibition