

Fredrik Skarstedt - Designer

Work Experience

Playtap Games | Independent designer 2010 – Present

Responsible for game and graphic design, 2D & 3D art, animation and all graphic designs for game titles for PC and mobile platforms. Manage schedules, assign duties to freelancers and act as point of contact for press and business.

Graphic Designer - Indiana University 2006 - Present

Responsible for developing standards for digital imagery for publication and print, 3D and 2D animation and multimedia development. Implement art direction for dept. while maintaining compliance with university brand guidelines. Responsible for all development of marketing materials, posters, journals, books, presentations, photography, video editing and more for dept. as well as publishing all copywriting and maintenance of department website. Act as point of contact for our outside source for printing large scale posters.

Affectworks LLC 2003 - 2006

Founded Affectworks. Developed business identities, websites, and advertisements for national and international companies. Set art direction, developed art assets and multimedia assets for websites, print projects and game titles. Managed all client relations and set schedules, and work assignments for colleagues and freelancers.

Previous work experience in retail & IT in Stockholm, Sweden 1988-1998

Select Independent Projects

Card Dungeon 2014

Mobile title which mixes card based combat within a rogue-like structure. Game design, 2D and 3D art, animation, UI / UX design. To be released Oct 1st.

Gamers with Jobs 2014

Developed new design for Gamers with Jobs website. Created all UX and UI art assets and worked together with current coder to give a fresh look to the Gamers with Jobs brand.

Gridiron Solitaire 2013

Freelance 2D artist. UI / UX design and developed all in game art assets with art direction from project lead. Developed all marketing material and over 1000+ art assets over the span of 2 years.

Sofos Card - Sweden

Developed new company id and website for card manufacturing company in Stockholm, Sweden and their sister companies. Responsible for all UX and UI design.

Heroes vs Evil 2011

Browser based super hero mmorpg. Created all game design, UI, UX, 2D art, HTML, CSS and acted as community manager for 10.000+ players.

MMO Baseball 2009

Browser based sports simulator mmorpg. Developed all game design, UI, UX, 2D art, HTML, CSS and acted as community manager for 50.000+ players.

Survival 2008

Horror zombie FPS developed for competition, Developed all in game art assets, all UI and HUD as well as all animations.

Switching Gears 2008

3D platformer developed with Torque. Developed all in game art assets as well as all print marketing assets.

Indiana University Medical Simulator 2005

PC game developed in association with IU. Art director and taught IU students the art pipeline for the Unreal Engine.

Publications and Awards

Survival and Switching Gears 2007

First prize winner of Instant Action Award at GDC

BradyGames 2006 - 08

Freelance imagery development for strategy guides.

Work published include strategy guides for Bioshock, Spiderman titles, X-Men titles.

Imagery for pathology textbooks Various dates

Imagery development and composition of 50+ textbooks.

Journal of Modern Pathology Various dates

Imagery development and composition of a 100+ publications.

Contact

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Primary Skill Sets

UI / UX design

2D design

Print design

Iconography

Illustration

Expertise with

Photoshop

Illustrator

Flash

Balsamiq

Manga Studio

Maya

Crazybump

UVLayout

After Effects

InDesign

Premiere

Dreamweaver

Wordpress

Game engines

Unity3D, UDK, Torque

Scripting

HTML, CSS, Javascript, JQuery

Other expertise

Color theory

Typography

Foundations of Animation

Fluent in Swedish and English

Education

IUPUI 1998-2003

B.S. New Media Arts and Science

Highest honors

Average GPA 3.9 Major GPA 4.0

Student of Chris Oatley's

Magic Box class 2013-2014

Contact me anytime!
Phone: 1-317-260-8029

