

Dan Blomberg

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OBJECTIVE

Professional and efficient Artist, Illustrator, Painter, Digital Painter and Freelance Illustrator with a strong focus on concept art.

EXPERIENCE

2007 – 2008	GRIN, www.grin.se	Barcelona, Spain
	Lead Concept Artist/Art Direction – Unannounced title	– multi-console
2007 – Background Art	Abborado Studios	USA
2007 – MMORPG	NDA	
2007 – Background Art	Abborado Studios	USA
	• In-game artwork..	
2007 - Illustrations	Isotx inc	USA
	• Promotional illustrations for Iron Grip + comic book cover artwork..	
2006 - Matte Painting	NDA	USA
	• Advertisement TV spot.	
Concept Art	Osmo Production	Helsinki, Finland
	• 3D animated full length feature film, Legend of King Nal. www.osmoproduction.fi	
2006 - Concept Art	NDA	San Francisco, California
	• Outbreak the Game.	
2006 - Concept Art	NCsoft	Freelance, California
	• Tabula Rasa – through Massive Black.	
2006 - Internship	Massive Black	San Francisco, California
	• Concept Artist www.massiveblack.com	
2005-		
Freelance	Cosmos Magazine	Sydney, Australia
	• Illustrated for 5 articles featured in Cosmos Magazine: issues 1,2,3,5 and 6. www.cosmosmagazine.com	
2004 – 2007	Ballistic Publishing	Australia
	• Featured in the Exposé 3 and 5, D'Artiste: Digital Painting, D'Artiste: Concept Art books. www.ballisticpublishing.com	

EDUCATION

2005 – 2006	Academy of Art University	San Francisco, California
	• Personal Enrichment Program – Illustration	
2003 – 2005	Nordvästra Skånes Art School	Munka-ljungby, Sweden
	• fine arts	