# DANIEL JOHNSEN

SENIOR DIGITAL DESIGNER

www.djohnsen.com

## INFO


**Name**
*Daniel Jochims Johnsen*

**Address**
*8100 Aarhus*
*Denmark*

**Email**
*Daniel.j.johnsen@gmail.com*


## PROFESSIONAL

**11 Years of 3D**
*School and Professional*

**8 Years of Games**
*10 Released Titles*

**2.5 Billion downloads**
*All released games combined*

**Extra Skills**
*Agile Prototyping*
*Ideation*
*Great at adapting to change*
*Work well under pressure*

## PERSONAL

**Personality**
*Outgoing*
*Hard Worker*
*Creatively Minded*
*Proactive Learner*

**Interests**
*Gaming*
*Biking*
*Traveling*

**Languages**
*English and Danish*

## WORK EXPERIENCE

**2018-2019 Mindfox Studios**
*Senior Digital Designer*

2019 Sausage Throw
2018 Space Loops
2018 Odin ICE-Pro

**2011-2018 Kiloo A/S**
*3D Intern - 3D Artist - Tech Artist - Senior Tech Artist*

2016 Dawnbringer
2016 Spellbinders
2015 Storm Blades
2014 Smash Champs
2012 Subway Surfers
2012 Frisbee Forever 2
2011 Bullet Time HD
2011 Frisbee Forever

**2015-2019 FrostForged Assets 2015-2019**
Unity Asset Store Content Creator

**2011-2019 Imagine Press 2011-2019**
Cover designs and marketing for Jonas Saul

## EDUCATION

**2016 The Animation Workshop Viborg 2016**
Drawing Courses

**2008-2012 3D College Denmark 2008-2012**
Multimedia Animator

## COLLABORATION

Puppetworks Animation
Tumblehead Animation
Copenhagen Creators
Emerald City Games
Funday Factory
Sybo Games
Ideas Lab Aarhus
Destination Aarhus
Kamstrup
Novo Nordisk
Stibo Systems
Wham-O

## SKILLS AND SOFTWARE

| | |
|---|---|
| Concept Art | Unity |
| 3D Modeling | 3DS Max |
| Texturing | Photoshop |
| Game Design | Substance |
| C# | GIT |
| Shaders | ZBrush |
| UI Design | Figma |