

EVELINA KOLOVOU

ENVIRONMENT ARTIST

www.evelinakolovou.com

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EDUCATION

GAME ART

FutureGames Academy, ChangeMaker Education

Stockholm, Sweden · 2014 – Present

BACHELOR'S DEGREE OF SCIENCE - COMPUTER GRAPHICS

Luleå University of Technology

Skellefteå, Sweden · 2007 – 2011

FINE ARTS

Palmcrantz Senior High School

Östersund, Sweden · 2004 – 2007

3D MODELING AND ZBRUSH

Gotland University

Distance Course - Sweden · 2012

ECORCHÉ, ARTISTIC ANATOMY AND SCULPTING

Luleå University of Technology

Summer Course - Skellefteå, Sweden · 2008

WORK EXPERIENCE

3D GENERALIST & ARTIST

Freelance Artist · 2010 – 2013

3D assets, animations, paintings, logotypes etc.

COSTUME ASSISTANT

Little Big Production & Filmpool Jämtland · 2012

Costume department assistant in film production

AWARDS

WINNER - GAME OF THE YEAR, Swedish Game Awards 2015

Adventure on Clover Island – Right Nice Productions

WINNER - BEST EXECUTION IN ART, Swedish Game Awards 2015

Adventure on Clover Island – Right Nice Productions

SOFTWARE PROFICIENCIES



SKILLS

- Hard surface and organic modeling
- Traditional and digital sculpting
- Painting and texturing
- Good sense of shapes and color compositions
- Building environments and creating materials in game engines
- Basic knowledge in anatomy and character creation
- Wide 3D skills, including basic animation and rigging
- Team work and good understanding of a game development pipeline

LANGUAGES

Swedish, English, Greek, Spanish, Catalan

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