

Curriculum Vitae

Simon Barle

Personal:

Born: 1989-02-23

Nationality: Sweden .

Currently lives in: Sweden.

Languages:

Swedish(native)

English: spoken and written.

Contact:

Phone: +46 (0)76 775 96 66

Mail: simonbarle@gmail.com

Web: www.simonbarle.com

Polycount: Fozwroth

References:

Dan Gemvall - Teacher at Playgroundsquad

Per Smedjeback - Level artist at EASY studios

Jeremy Miller - Art director at EASY studios

Peter Kjellberg- talent Coordinator DICE/EASY

-Please contact me for their contact info.

Education:

Upper Secondary School, Mediagymnasiet,

Stockholm **2005 - 2008**

Basic 3D modeling

www.mediagymn.se

Vocational school, Playgroundsquad

Falun **2010 - 2012**

Game art

www.playgroundsquad.com

Work experience:

EA DICE:

Vegetation artist

2012-present

Responsible for vegetation in the upcoming title Battlefield

4. Tasks including: modeling, texturing, Rigging, Vegetation support for EA studios, teach frostbite vegetation system to other studios, handling outsourcing, developing frostbite vegetation tools closely with the frostbite team

Preview of my work can be seen in the battlefield 4 trailer

<http://youtu.be/U8HVQXkeU8U?t=5m28s>

EASY studios:

Internship

November 2011-May 2012

Environment artist intern on Battlefield Play4free & Battlefield Heroes.

battlefield.play4free.com/en

www.battlefieldheroes.com/en

Medieval Museum of Stockholm:

2008

After graduating Mediagymnasiet

I worked on their intro film about Stockholm during medieval times. I only take credit for the 3D work, editing and other features where made by museum staff.

Software experience:

Frostbite

Agisoft photscan

Topogun

Unreal Development Kit

Battlefield 2 Engine

Marmoset Toolbag

Adobe Photoshop

Autodesk Maya

Autodesk Mudbox

Pixologic ZBrush

Pixologic Sculptris

Xnormal

Crazybump

Quixel Ndo & Ddo