

Jens Bengtsson
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TECHNICAL SKILLS



Product Design Methodology.
Rapid Prototyping.
C#, Python, Design Patterns.
Blender3D, ZBrush,
CreoParametric, ReMake,
Showcase.
Unity3D, UE4, Vuforia.
Strong foundation in drawing and
traditional art skills.

COMMUNICATION SKILLS



Strong Visual Communication.
Experience working in design teams
of 2-8.
Experience pitching ideas and
concepts in workshops and
presentations.
English, Swedish.



Selection of projects

Elli - 3D Platformer Nintendo Switch.

Bandana Kid (Freelance)

My main responsibility was the development of characters and their in-world culture to fit the project's production budget and technical constraints. This included exploring ideas such as modularity, shared rigs and re-use of texturemaps.



Outbreak - Miniature design for Board Games

Not-So-Bored Games LLC. (Freelance)

My role in this project was the creation of a lineup of 30 unique silhouettes feasible for the production process.

Unannounced project - Early design Exploration

Ubisoft Montreal . (Freelance)



Education

2013-14

Diploma Industrial Design

Feng Zhu School of Design, Singapore

Foundation in visual communication and design for entertainment, including development of strong skills in design sketching, mood and communicating designs and concepts.



2015-2017

B. Sc. in Product Development.

*Faculty of Science and Engineering at
Linköping University, Sweden*

Acquired a wide and adaptive skillset for solving complex design challenges individually and in teams in one of the five schools that developed the CDIO standard. My education here focused on User Driven Product Development, Environmental Engineering, Advanced CAD, Product Ergonomics as well as Industrial and Project Management.

Hobbies & Interests

Running, Hiking, GameJams, Science and Maths.