

Kajfa Tam

Environment/Level Artist

*I am an **Environment/Level Artist** with more than 4 years experience specialized in creating content for current-gen games.*

Work Experiences

Environment Artist at **Lionhead Studios** (Jan 2010- Present)
Worked on: "**Fable 3**" and "**Milo & Kate**" (Xbox 360)
Work Description: Modeling, Texturing and setting up portals.

Environment/Level Artist at **Avalanche Studios** (Jan 2006- Aug 2009)
Worked on: "**Just Cause**" and "**Just Cause 2**" / **Eidos, Square Enix** (Xbox 360,PS3)
Game Description: 3rd person open world
Work Description: Concept Art, Modeling, Texturing, Supervision of outsourcing, Designing the world of "**Just Cause 2**"

Freelance Game Artist at **Every Frame Counts** (Aug 2009)
Worked on: NDA (iPhone)
Work Description: Texture Artist

Freelance Game Artist at **Doctor Entertainment** (Mar 2009)
Worked on: Puzzle Dimension (PC/Mac)
Work Description: Concept & preproduction artist

Other Experiences

Theater Script Writer at **Yokaj Studio** and **Stockholm City Theater** (Aug-Oct 2009)
Description A play called "**Meja i spökjägarnas sal**" based on the manga "**Kick Off**" by **Yokaj Studio**, aimed for children. Premier date on February 2010.

Writer at **Yokaj Studio** (Sep 2008 and Apr 2009)
Released: "**Kick Off 1**", "**Kick Off 2**"
Book Description: Swedish manga graphic novel, awarded at **Bokjuryn 08**

Producer/Game Designer at **Yokaj Studio** (Apr 2006)
Released: "**Sumo**"
Game Description: Modernistic Multiplayer fighting game, awarded at **Swedish Game Award 06**

Awards

“Best Comic Graphic Novel 2009” received with the Swedish manga **“Kick Off 2”** at **Bokjuryen 2009**

“Best Comic Graphic Novel 2008” received with the Swedish manga **“Kick Off 1”** at **Bokjuryen 2008**

“Best Game Concept 2006” received with the game **“Sumo”** at the **Swedish Game Award 2006**

Education

Bachelor of Science in Game Design. Gotland University, Sweden (2003-2006)

Skills & Attributes

Able to work independent or in a team.

Ability to quickly adapt to new tools.

Great understanding in game and level design.

Able to meet deadlines.

Ability to lead a team.

Digital drawing abilities.

Schooled eye for Composition, Value/Color, Layout and Typography.

Can adapt to a given visual style, follow Concept Art/Reference picture closely.

Software Knowledge

Adobe Photoshop

Autodesk Maya

Autodesk Softimage XSI

Pixologic Zbrush

Unreal Development Kit

References

Available upon request.

Contact

E-mail: kajfa@yokajstudio.com

Website: www.kajfatam.net

Linkedin: www.linkedin.com/in/kajfatam