

# CURRICULUM VITAE



## HALLDÓR A. BJARNASON

ART DIRECTOR / VISUAL DESIGNER / ILLUSTRATOR



**Nickname:** Dori



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## PROFESSIONAL EXPERIENCE

- 2015 - 2017  
**KING** (GAME DEVELOPER - STOCKHOLM, SWEDEN)  
**Senior Game/Lead Artist** - Artist on a broad range of exploring new IP games, franchises and game systems for mobile. Focus on production ready art, animations and concepts for games with user interface and UX design as a secondary discipline. Mentoring of developing artists. Held in-house talks and seminars for developing artists skills and capabilities on working with layouts, game engines and best practices.
- 2014 - 2015  
**STARDOLL** (GAME DEVELOPER/COMMUNITY SITE -STOCKHOLM, SWEDEN)  
**Art Director** - Day to day management and mentoring of a team of UI designers. Responsible for the artistic direction and the art quality of new features for the existing website community as well as exploring art direction and user experience to penetrate the mobile market. Big focus on user experience design and technical art direction, working closely with product development. Also worked on forming cohesive styleguides for the main IP and art direction for related products.
- 2006 - 2013  
**GOGOGIC** (GAME DEVELOPER - REYKJAVIK, ICELAND)  
**Art Director - Lead Artist** - Day to day management and mentoring of a small team of artists, designers and illustrators. Responsible for the artistic direction, art quality, marketing and identity for published titles. Art production, icon design, UI design, animation & illustration from concept to delivery on a handfull of iOS titles and online games.
- 2004 - 2006  
**NÝHERJI** (IT SERVICE PROVIDER - REYKJAVIK, ICELAND)  
**Graphic Designer** - In-house graphic designer at one of the leading IT companies in Iceland. Responsible for corporate identity and brand management for all marketing campaigns. Print Design, Magazine/Newspaper Ads, Web Design, Motion Design, Logos, Icons, Online Ads & Flash Websites were among a few of the day to day roles.
- 1999 - 2003  
**EITT N** (ADVERTISING AGENCY - REYKJAVIK, ICELAND)  
**Graphic Designer** - Senior Designer and Illustrator working on various ad campaigns for some of the leading brands in Iceland.
- 1997-present  
**VARIOUS CLIENTS** (WORLDWIDE)  
**Freelance Designer/Illustrator** - Work for hire for a wide range of clients. Projects include mobile application designs, user interfaces, small multimedia campaigns, icon design, book illustration, web design, logos, posters, corporate identities, cartooning, motion graphics, packaging design, game artwork & concept art. Proficient in all aspects of visual design and illustration, multi-disciplined from concept to delivery on all platforms.

## EDUCATION

- 1996-2000  
**ICELAND ACADEMY OF THE ARTS**  
Bachelor of Arts Degree in Fine Arts
- 1992-1996  
**FJÖLBRAUTASKÓLINN BREIÐHOLTI (BREIÐHOLT COLLEGE)**  
Diploma - Applied Arts Major

## SKILLS

- **SOFTWARE**  
Adobe Illustrator • Adobe Photoshop • Adobe After Effects • Adobe Flash • Adobe InDesign • Adobe Fireworks • Sketch.app • Luxology Modo or other 3D modelling software.
- **PRACTICAL**  
Illustration • Icon Design • Logo Design • Corporate Identity & Branding • Website Design • UI(UX) Design • Motion Design • Packaging Design • Multimedia Design • Concept Art • Character Design • Video Editing & Post Production

## REFERENCES:

Supplied upon request