

Sofie Axelsson

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[Artstation](#)

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Education

2024-2025 Internship at Playwood Project ApS

Internship at Game studio, Successor,
Copenhagen

A 7-month internship as a generalist artist on the game Successor. Working on everything from characters, weapon props, UI, environment dioramas and other assets. Working on assets from the concept stage to texturing, rigging and weight painting until adding it to engine. Successor is available on steam.

2022-2025 The Game Assembly

Higher vocational education, Malmö

Education specializing in producing game-ready assets, and cross-disciplinary collaboration.

2020-2022 Hjo Folkhögskola

Post-secondary education, Hjo

Education specializing in concept art and digital illustration.

2019-2020 Malmö University

University, Malmö 2020

Creative Writing 1 15HP

2019 Character Design 15HP

2018-2019 Keio University

University, Japan Tokyo

Exchange student in Japan through Lund University, Keio International Program 60HP.

2017 Chiba University

University, Japan Chiba

Japanese language course through Lund University 15 HP.

2015- 2018 Lund University

University, Lund

2018 Religious History: Occultism, Magic, and Secret Societies 7,5 HP.

2018 Paganism Revived: The New Religions of Today 7,5 HP.

2018 History of the Holocaust 7,5 HP. 2017

Japanese: Basic Course 30 HP. 2016-2017

Japanese: Beginners Course 30HP. 2016

Ancient History and Society: Continuation Course 30 HP.

2015-2016 Ancient History and Society: Base Course 30 HP.

Work Experience

2026- Here Be Dragons Studio

Owner

Started Here Be Dragons Studio, a sole proprietorship with the focus on freelance artist work and the sale of miniatures and art toys as STL files.

2026- 2026 Magnetic

Creature Artist

Freelance work on the mobile game DeckDungeon, I designed, sculpted, posed and textured 50 creatures for the game.

2014-2023 Axelssons Begravningsbyrå

Hourly employment with focus on office tasks and paperwork.

2015 Home Care, Burlövs Kommun

Hourly employment at Burlövs Kommun, responsible for taking care of the elderly, communicating with them, taking them to and from places and overseeing their needs.

Proficient in the following programs

Art

- ZBrush
- Autodesk Maya
- Substance Painter
- Photoshop & Clip Studio
- Marmoset Tool 4/5
- Character Creator 4

Engine

- Unreal Engine 5

Misc

- Perforce
- Fork

Languages

Swedish - Native
English - Fluent
Japanese - Basic

Achievements

Earned awards for my creative works at elementary and high school. One of the winners at the comic competition Seriefrämjandets Serie Fest 2021. Earned two scholarships for both years at Hjo Folkhögskola.

References

CEO and Creative Director at Playwood Project ApS.

Michael Rud Jakobsen:

michael@playwoodgames.com

3D Character and Creature Artist at Playwood
Project ApS.

Johannes Donner Schackinger: johannes2808@gmail.com

Company Chairman Magnetic game studio

David Nelson: david@mgtc.dev