



Julia Forsman

CG Artist | Generalist

A versatile and positive artist who enjoys working with both the technical and artistic challenges of 3D.

jul.forsman@hotmail.com | juliaforsman.com | (+46) 7368 321 68

Work Experience

BaconX, Copenhagen DK – CG Artist, Generalist
January 2023 – July 2026

BaconX, Copenhagen DK – CG Artist, Generalist Intern
August 2022 - December 2022

Postmouse, Viborg DK – CG Generalist, Pipeline Supervisor
August 2022 - June 2023
The 3rd Year Game Project at The Animation Workshop - (Unreal Engine 4)

Education

The Animation Workshop, VIA University College - Viborg, DK
Bachelor Degree in Animation - Computer Graphic Arts
August 2019 - January 2023

Apelrydsskolan - Båstad, SWE
High School Diploma in Ethical Fashion Design.
September 2012 - June 2015

Courses

The Drawing Academy, The Animation Workshop - Viborg, DK
Classical Drawing
2018

Stenebyskolan - Dals Långed, SWE
Form and Design
2018 - 2017

Tillskärarakademin Göteborg- Gothenburg, SWE
Sewing and Pattern Cutting
2017 - 2016

Software

Maya
Arnold
VRay
ZBrush
Blender
Photoshop
Premiere Pro
After Effects
Substance Painter
Substance Designer
Mari
Nuke
Unreal Engine 4 and 5

Main Skills

Modelling
Sculpting
Texturing
Shading
Look Development
Layout

Secondary Skills

Lighting
Rendering
Pattern Cutting/ Marvelous Designer
Rigging
Compositing

Language

Swedish - Native
English - Fluent
Danish - Intermediate