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# MIKAEL WIDEGREN

Digital Matte Painter, Concept Artist and Illustrator

## AREAS OF SPECIALIZATION

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Digital Matte Painting  
Concept & Production Artwork  
Art Direction  
Design, Illustration  
Storyboarding

## SELECT PROJECTS

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Unbroken (2014)	- Ghost VFX Lead Matte Artist (ILM, Legendary)
Pacific Rim (2013)	- Ghost VFX Lead Matte Artist, Texture Artist (ILM, Legendary)
Ragnarok (2013)	- Lead Matte Artist, Concept Designer (Ghost VFX   Fantefilm)
A Royal Affair (2012)	- Lead Matte Artist, Concept Designer (Ghost VFX   Zentropa)
Colony, Season 1 (TV)(2015)	- Lead Matte Artist, VFX Art Director (Ghost VFX   Universal)
Cowboys & Aliens (2011)	- Ghost VFX Digital Matte Artist (ILM, DreamWorks)
Olympus Has Fallen (2013)	- Digital Matte Artist (Ghost VFX   ILM, Millennium)
Flukt (2012)	- Lead Matte Artist, Concept Designer (Ghost VFX   Fantefilm)
The Sorcerer's Apprentice (2010)	- Digital Matte Artist, Composer (Ghost VFX   Dneg, Disney)
The Secret World (VG)(2012)	- Concept Artist (Funcom)
DJ Hero (VG Cinematic)(2009)	- Digital Matte Artist (Framestore   Activision)
Bacardi Fusion (TV Spot)(2014)	- Concept Designer, Artist (Ghost VFX)
Gori   Hammock (TV Spot)(2012)	- Digital Matte Artist, Concept Designer (Ghost VFX)
Markaz (TV Spot)(2014)	- Lead Matte Artist (Ghost VFX)

## SKILLS

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Very strong ability to design and produce digital matte paintings, concepts, illustrations and other production art matching the high level of quality demanded in a professional collaborative production environment. Nine years of visual effects and production experience within the feature film-, TV-, commercials- and video game industries. Excellent knowledge of key artistic and technological principles and foundations of illustration, digital matte painting and visual storytelling as well as design. Experienced as Lead Painter and Art Director on feature film and commercial projects, as well as working closely with Directors, Supervisors and all other team members to achieve the highest quality possible within strict deadlines. Work very well under pressure, and is a dedicated, open and social member of any team.

## WORK

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**Ghost VFX** - [www.ghost.dk](http://www.ghost.dk) - Copenhagen, Denmark  
Digital Matte Painting Lead & Concept Artist  
March 2010 - Present

**Luleå University of Technology, gsCEPT** - [www.gscept.com](http://www.gscept.com) - Skellefteå, Sweden  
Art Educator (online courses)  
September 2012 - January 2014

**Mikael Widegren Illustration** - [www.widebranch.com](http://www.widebranch.com) - Copenhagen/Stockholm  
Freelance/Owner  
January 2009 - March 2010

**Fido** - [www.fido.se](http://www.fido.se) - Stockholm, Sweden  
Digital Matte Painter  
March 2009 - July 2009

**Framestore** - [www.framestore.com](http://www.framestore.com) - London, England  
Digital Matte Painter & Concept Artist  
April 2009 - May 2009

**Funcom** - [www.funcom.com](http://www.funcom.com) - Oslo, Norway  
Concept Artist  
March 2007 - January 2009

## SOFTWARE

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Strong: Adobe Photoshop, MARI, Autodesk Maya, Adobe Premiere  
Basic: Nuke, Adobe Illustrator, Krita

## EDUCATION

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2004 - 2007 B.Sc., Computer graphics, gsCEPT (Luleå University of Technology, Sweden)

## LANGUAGE PROFICIENCY

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English, Swedish, Danish, Norwegian