

HENRIK TAMM

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EDUCATION

1992 - 1995 Art Center College of Design, Pasadena CA
Bachelor of Fine Arts in Illustration with Distinction

1987 - 1991 Polhem School of Engineering, Gothenburg, Sweden

WORK EXPERIENCE

2013 - 2017, Bonnier Carlsen Publishing, Stockholm

Author/Illustrator

“Ninja Timmy” Book series for ages 7 – 12. Translated into eleven languages.

2016, Marvel Studios, Los Angeles

Visual Development

“Black Panther” directed by Ryan Coogler

2016, Marvel Studios, Los Angeles, Atlanta

Conceptual Illustrator

“Spider-Man: Homecoming” directed by Jon Watts

2015, Original Force Animation, Los Angeles

Visual Development/Art Director

“Oldzilla” (In development) directed by Bob Bendetson

2014, Paramount Studios, Los Angeles, Vancouver

Conceptual Illustrator

“Star Trek Beyond” directed by Justin Lin

2013, Walt Disney Studios, San Francisco (ILM), Vancouver

VFX Art Director

“Tomorrowland” directed by Brad Bird.

2012 - 2013, Reel FX Studios, Los Angeles

Production Designer

“Beasts of Burden” (In development) directed by Shane Acker

2011 - 2012, Warner Bros, Los Angeles/London

Conceptual illustrator

“Edge of Tomorrow” directed by Doug Liman

Released 2011, Bonnier Carlsen Publishing, Stockholm

Illustrator

“The Chronicles of Tyko Flores” YA Book Trilogy by author Martin Widmark.

2011, Scenario Lane Productions, Los Angeles

Conceptual Illustrator

“Escape from New York” and “Flash Gordon” (In development) directed by Breck Eisner.

2010 - 2011, Relativity Media. Los Angeles

Conceptual Illustrator

“Mirror Mirror” directed by Tarsem Singh.

2010, Scott Rudin Productions, Los Angeles/Stockholm

Conceptual Illustrator

“Girl With The Dragon Tattoo” directed by David Fincher.

2010, Parkes/Macdonald Productions, Los Angeles

Conceptual Illustrator

“Men In Black 3” directed by Barry Sonnenfeld.

2010, Dreamworks, Studio City

Conceptual Illustrator

“Robopocalypse” directed by Steven Spielberg.

2009 - 2010, Marvel Studios, Manhattan Beach

Conceptual Illustrator

“Captain America” directed by Joe Johnston.

2009, Warner Bros., Los Angeles

Conceptual Illustrator

“Yellow Submarine” directed by Robert Zemeckis.

2009, Warner Bros., Los Angeles

Conceptual Illustrator

“Sucker Punch” directed by Zack Snyder.

2009, Warner Bros. Los Angeles

Conceptual Illustrator

“Green Lantern” directed by Martin Campbell.

2009, Warner Bros., Los Angeles
Conceptual Illustrator
“Tarzan” directed by Stephen Sommers.

2008, Image Movers Digital, Los Angeles
Conceptual Illustrator
“Philippe Petit” directed by Robert Zemeckis.

2007 - 2008, Deep Forest Films, Los Angeles
Production Designer/Co-Producer
“Troll” based on a Scandinavian Fairy tale. Mix of Live action, Motion Capture and CG,
directed by Bjerne Larson.

2008 Reserve Productions, Inc., Los Angeles
Conceptual Illustrator
“Ranger’s Apprentice” directed by Paul Haggis.

2008 Aardman Animations, Bristol, UK
Conceptual Illustrator
“Arthur Christmas” directed by Sarah Smith.

2008 Fladen Film, Stockholm
Conceptual Designer
“Kenny Starfighter” directed by Mats Lindberg.

2007 Jerry Bruckheimer Films, Los Angeles
Conceptual Illustrator
“G-force” directed by Hoyt Yeatman.

2006 - 2007 Svensk Filmindustri, Stockholm
Conceptual Designer/VFX Art Director
“Arn” directed by Peter Flinth.

2006 Walt Disney/Walden media, Los Angeles
Conceptual Designer
“The Chronicles of Narnia: Prince Caspian”, directed by Andrew Adamson.

2005 - 2006 Dreamworks Animation, Glendale
Production Designer
“Puss in Boots” (In development)

2005 - 2006 Dreamworks Animation, Glendale
Production Designer
“Shrek the Halls” TV Christmas Special, directed by Gary Trousdale.

2003 - 2005 Walt Disney/Walden media, Los Angeles/New Zealand

Conceptual Designer/VFX Art Director
“The Chronicles of Narnia: The Lion, The Witch And The Wardrobe” directed
by Andrew Adamson.

1996 - 2003 Dreamworks Animation, Glendale
Visual Development
Projects included Shrek and Shrek 2, Spirit: Stallion of the Cimarron,
Sinbad, Sharktale, Flushed Away, Kung Fu Panda and several others in
development.

1996 - 1997 Klasky Csupo, Los Angeles
Art Director
“Stressed Eric”, Animated TV series

1996 Hanna Barbera Studios, Studio City
Conceptual Designer/Key background Artist
“The Real Adventures of Jonny Quest”, Animated TV series.

SKILLS

Adobe Photoshop, Corel Painter, Sketchup, Modo, Traditional media.

Writing/Storytelling.

Ability to effectively communicate visual ideas, setting the tone and style
for a project. Comfortable in leading a team of artists in developing and
designing a project from beginning to end.