

HENRIK TAMM

1951 N. Beachwood Dr. #207, Los Angeles CA 90068, USA
Tavastgatan 28, 11824 Stockholm, Sweden
+1 323 253 9734 (USA) + 46 (0)76 898 7500 (Sweden)
henriktamm@hotmail.com
www.henriktamm.com

Dual citizen of the USA and Sweden

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 - FILM & ANIMATION

2024, Warner Bros., Los Angeles, London
Conceptual Artist
“Untitled Tom Cruise project” directed by Doug Liman, designed by Oliver Scholl

2023-2024, Marvel Studios, Los Angeles
Conceptual Designer
“Thunderbolts” directed by Jake Schreier, designed by Grace Yun

2022, Marvel Studios, Los Angeles
Visual Development
“Echo” created by Marion Dayre, designed by Chris Trujillo

2022, Sony Pictures, Los Angeles
Conceptual Artist
“Kraven The Hunter” directed by J.C. Chandor

2022, Sony Pictures, Los Angeles
Conceptual Artist
“Bad Boys: Ride or Die” directed by Adil El Arbi and Bilall Fallah, designed by Jon Billington

2022, Walt Disney Pictures, Los Angeles

Conceptual Artist

“Haunted Mansion” directed by Justin Simien, designed by Darren Gilford

2021-2022, Marvel Studios, Los Angeles

Conceptual Artist

“The Marvels” directed by Nia DaCosta, designed by Cara Brower

2021-2022, LucasFilm, Los Angeles

Conceptual Artist

“Skeleton Crew” directed by Jon Watts, designed by Oliver Scholl

2021, Marvel Studios, Los Angeles

Conceptual Artist

“Guardians of the Galaxy 3” directed by James Gunn, designed by Beth Mickle

2021, Marvel Studios, Los Angeles

Visual Development

“Hawkeye” directed by Bert, Bertie, Rhys Thomas, designed by Maya Shimoguchi

2020-2021, Marvel Studios, Los Angeles, Atlanta

Conceptual Artist

“Spider-Man: No Way Home” directed by Jon Watts, designed by Darren Gilford

2019, Marvel Studios, Los Angeles

Visual Development

“Loki” created by Michael Waldron, designed by Kasra Farahani

2019, Marvel Studios, Los Angeles, Atlanta

Conceptual Artist

“The Suicide Squad” directed by James Gunn, designed by Beth Mickle

2018, Marvel Studios, Los Angeles, London

Conceptual Artist

“Spider-Man: Far From Home” directed by Jon Watts, designed by Claude Paré

2018, Sony Pictures, Los Angeles, Atlanta

Conceptual Artist

“Bad Boys For Life” directed by Adil El Arbi and Bilall Fallah, designed by Jon Billington

2017, Original Force Animation, Los Angeles

Visual Development

“10 Lives” directed by Mark Koetsier

2016, Marvel Studios, Los Angeles
Visual Development under Ryan Meinerding
“Black Panther” directed by Ryan Coogler, designed by Hannah Beachler

2016, Marvel Studios, Los Angeles, Atlanta
Conceptual Artist
“Spider-Man: Homecoming” directed by Jon Watts, designed by Oliver Scholl

2015, Original Force Animation, Los Angeles
Visual Development/Art Director
“Oldzilla” (In development) directed by Bob Bendetson, designed by Christan Schellewald

2014, Paramount Studios, Los Angeles, Vancouver
Conceptual Artist
“Star Trek Beyond” directed by Justin Lin, designed by Thomas Sanders

2013, Walt Disney Studios, San Francisco (ILM), Vancouver
VFX Art Director
“Tomorrowland” directed by Brad Bird, designed by Scott Chambliss

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 Artist
“Edge of Tomorrow” directed by Doug Liman, designed by Oliver Scholl

2011, Scenario Lane Productions, Los Angeles
Conceptual Artist
“Escape from New York” and “Flash Gordon” (In development) directed by Breck Eisner

2010 - 2011, Relativity Media. Los Angeles
Conceptual Artist
“Mirror Mirror” directed by Tarsem Singh, designed by Tom Foden

2010, Scott Rudin Productions, Los Angeles/Stockholm
Conceptual Artist
“Girl With The Dragon Tattoo” directed by David Fincher, designed by Donald Burt

2010, Parkes/Macdonald Productions, Los Angeles
Conceptual Artist
“Men In Black 3” directed by Barry Sonnenfeld, designed by Bo Welch

2010, Dreamworks, Studio City

Conceptual Artist

"Robopocalypse" directed by Steven Spielberg, designed by Guy Dyas

2009 - 2010, Marvel Studios, Manhattan Beach

Conceptual Artist

"Captain America" directed by Joe Johnston, designed by Rick Heinrichs

2009, Warner Bros., Los Angeles

Conceptual Artist

"Yellow Submarine" directed by Robert Zemeckis, designed by Rick Carter

2009, Warner Bros., Los Angeles

Conceptual Artist

"Sucker Punch" directed by Zack Snyder, designed by Rick Carter

2009, Warner Bros., Los Angeles

Conceptual Artist

"Green Lantern" directed by Martin Campbell, designed by Grant Major

2009, Warner Bros., Los Angeles

Conceptual Artist

"Tarzan" directed by Stephen Sommers, designed by Nigel Phelps

2008, Image Movers Digital, Los Angeles

Conceptual Artist

"Philippe Petit" directed by Robert Zemeckis, designed by Rick Carter

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 Bjorne Larson.

2008 Reserve Productions, Inc., Los Angeles

Conceptual Artist

"Ranger's Apprentice" directed by Paul Haggis, designed by Laurence Bennett

2008 Aardman Animations, Bristol, UK

Visual Development

"Arthur Christmas" directed by Sarah Smith, designed by Evgeni Tomov

2008 Fladen Film, Stockholm

Conceptual Designer

"Kenny Starfighter" directed by Mats Lindberg, designed by Maria Sohlman

2007 Jerry Bruckheimer Films, Los Angeles
Conceptual Artist
“G-force” directed by Hoyt Yeatman, designed by Deborah Evans

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

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

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

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, designed by Roger Ford

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, directed by Stig Bergqvist

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

BOOKS

2013 - 2025, Bonnier Carlsen Publishing, Stockholm + Random House, New York

Author and Illustrator

“Ninja Timmy” Series of six books for ages 7 – 12. Translated into 15 languages

2011, Bonnier Carlsen Publishing, Stockholm

Illustrator

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

SKILLS

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

Writing/Storytelling