

Christoffer Sjöström

Environment Artist

Experience:

Right Nice Games
Environment Artist
2020-Present

Cinder Interactive
Environment Artist
2020-Present

Studio Smash + Right Nice Games
3D Artist (Freelance)
2018

OneReality
3D Artist Internship
2018

Education:

FutureGames
3D Graphics
2016-2018

University of Stockholm
Bachelor Programme in
Computer Game
Development
2011- 2014

Assignment:

- Created game-ready architectural and organic 3D models with PBR materials for a console game.
- Dressed new areas and worked on the lighting for the game
- Wrote documentations on workflows, Performance, etc.
- Set up shaders in Unreal Engine 4

Software and Engine: Unreal Engine 4, Maya, Blender, Substance Painter, Substance Designer, Zbrush and Perforce.

Assignment:

- Created game-ready architectural 3D models
- Created trim sheets and tiling materials in PBR workflow
- Level dressing and Lighting

Software and Engine: Unreal Engine 4, Maya, Blender, Substance Painter, Substance Designer, Zbrush and SVN.

Assignment:

- Created optimized models (Architectural, Foliage and Vehicles) for an AR-project
- Created materials in Substance Designer

Software and Engine: ARKit, Maya, Substance Painter, Substance Designer and Zbrush.

Assignment:

- Created optimized 3D models for an educational VR project.
- Created PBR Materials in Substance Designer
- Cleaned up CAD models for use in Unreal Engine 4.

Software and Engine: Unreal Engine 4, Maya, Photoshop, Substance Designer, Perforce.

About:

- Got to learn from industry veterans
- Worked on three different game projects with short deadlines (2, 4 and 7 weeks.)
- Explored different workflows, software and art-styles

About:

- Allowed me to try every department of game development, everything from sound- and level design to 3D graphics.
- 1 year long game project (third-person horror game)
- Lots of technical knowledge

Technical skills:

Maya
Blender
Substance Painter
Substance Designer
Zbrush
Unreal Engine 4
Unity 5
Photoshop
PBR workflow
Speedtree
Gaea
xNormal
Marmoset Toolbag
Marvelous Designer
Perforce, SVN & Git

References:

Right Nice Games
Kevin Martinez
Producer/CEO
Phone: +46 73 531 33 12
Email:
kevin@kevinmartinez.se

Game Projects:**Project: Right Nice Party (Working Title)**

Game Type: Party Game
Engine: Unreal Engine 4
Company: Right Nice Games

Project: Skylar and Plux Reboot

Game Type: Third-person platformer
Engine: Unreal Engine 4
Company: Right Nice Games

Project: Multistep Interactive Experience

Game Type: Inspiring AR-experience
Engine: ARKit
Company: Studio Smash + Right Nice Games

Project: Timesplitters Rewind

Game Type: First-Person Shooter
Engine: Unreal Engine 4
Company: Cinder Interactive

Project: Twinsite

Game Type: Educational Software in VR
Engine: Unreal Engine 4
Company: OneReality

Achievements:

- Guest lecturer at FutureGames during a course about set dressing (2020)
- Player's Choice at FutureGames – Jawbreakers (2018)