Lukas Orsvärn | Technical Artist

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Education

Technical Artist	**Higher vocational education**
The Game Assembly	*20014–2016*
Technical artist for games	**Bachelor of Science in Digital Game Development**
Blekinge Tekniska Högskola	*2011–2014*
Concept art	**Stand-alone distance course**
Gotland University College	*2010*

Skills

Languages	APIs	Software	Other
●●● Python	●●● PyMel	●●● Substance Tools	●●● PBR
●●○ C++/HLSL	●●○ Qt	●●● Blender	●●● Teamwork
●○○ C#	●●○ Blender/Python	●●○ Photoshop	●●○ Texturing
	●○○ OpenMaya	●○○ Maya	●●○ Modeling
	●○○ D3D/OpenGL		●●○ Animation

1 dot: *Created one or more things in it* ***2 dots:*** *Comfortable in it* ***3 dots:*** *Know it well*

Employment

Producer/Community Manager
Wolfire Games   *2016–Ongoing*
Produced for 6 months in this distributed team before starting as community manager.

3D modeller
Kalmar municipality   *2010–2011*
Helped create a 3D map of the city of Kalmar.

Projects

Overgrowth	**Third person action adventure game**
Producer & community manager, Custom engine	*2015–Ongoing*
Binding of Souls	**Third person action rougelike game**
Procedural content, Unreal Engine 4	*10 weeks, 2015*
Cell	**First person shooter game**
Pipeline & tools, Custom engine	*10 weeks, 2015*
Claiming Ymir	**Real time strategy game**
Shaders & pipeline, Custom engine	*10 weeks, 2015*
Galaxia	**Space shooting game**
Pipeline & shaders, Custom engine	*10 weeks, 2014*
Kravall	**Real time strategy game**
Tools & lead technical artist, Custom engine	*5 months, 2014*
Semest	**Third person adventure game**
Art & level design, Custom engine	*2 months, 2012*