

Name Emil Lindfors
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Education

2015 - (current) Game Art, The Game Assembly, Malmö, Sweden
2012 - 2014 Computer Science, Aalto University, Espoo, Finland

Work Experience

6/2016 - 8/2016 3D Designer, Aalto Software Business Lab, Espoo, Finland
Visual development, 3D-modeling, texturing, lighting and performance optimization for a VR project using Unreal Engine 4.

9/2014 - 5/2015 Test Engineer Trainee, Futuremark, Espoo, Finland
Software quality assurance and test lab hardware & software maintenance. PowerShell, Excel. Helping out 3D-artists with Python scripts.

9/2013 - 9/2014 Customer Service, Verkkokauppa.com, Helsinki, Finland
Selling computers, components, mobile devices, network devices etc.

Software Skills

Proficient Maya, ZBrush, Photoshop, Blender, Unreal Engine 4, Unity, Substance Painter

Some knowledge Houdini, Substance Designer, Python, MEL, C#

Language Skills

Finnish Native language
English Full professional proficiency
Swedish Full professional proficiency
Spanish & Catalan Fluent
German Conversational