



CV JONA MARKLUND

## Technical Artist

Jona Marklund  
Stavgränd 13  
129 48 Hägersten  
Phone: +46739916717  
E-mail: [jona.marklund@gmail.com](mailto:jona.marklund@gmail.com)

Hello!

I'm Jona, a generalist technical artist with 10 years' experience, mainly focused on Shaders, Art Application/Engine Support, Pipeline Development and Lighting. Over the years I've also been able to spend quite a lot of time working on VFX, Rigging, Tools Programming, Animation and Procedural Asset Creation. Not to mention the odd year of Environment and Character modeling.

### PORTFOLIO

This is my portfolio, it mainly contains art <https://jona.artstation.com> there are however a few rigs in there which may be of interest.

Here are a few links which are related to pipeline setup, shaders, rigging and animation as well as VFX and procedural content.

<https://80.lv/articles/an-indie-platformer-production-in-unity/>

<https://www.artstation.com/jona/blog/LQDq/hair-and-hard-surface-modeling-toolkit>

<https://www.artstation.com/jona/blog/LQj2/experimental-houdini-auto-flow-map-for-unity>

### POSITIONS HELD

**Technical Artist/Art Director**, KJ Interactive, 2014-01 – (Present)

**(VFX, Shaders, Lighting, Art Direction, Rigging, Animation, Modeling, Programming, Pipeline)**

As technical artist and art director at KJ Interactive, I had to develop a pipeline that would allow me to do the work of multiple people at the cost of as little quality as possible. Using this type of pipeline together with other artists would allow them to spend more time on the polishing state of assets.

**3D Consultant**, Bjerking AB, 2014-04 – (Present)

**(Pipeline, Programming, Lighting, ArchVis, BIM)**

At Bjerking I developed a new type of real-time technology, this allowed architects and builders to circumvent issues which would've kept multiple highrises from being built. As one of five experts, I also worked on sanitizing one of the worst polluted areas in Sweden, where a new district was to be built.

**Shader and Lighting Guest Lecturer**, Uppsala University, 2013-01 – 2017-08

**(VFX, Shaders, Lighting, Teaching)**

I held basic to advanced shader, lighting and VFX lectures in Unity 4 to 2017 as well as Unreal Engine 4.

**3D Modeling Teacher**, LBS Game Development High School, 2014-06 – 2016-01

**(Modeling, Rigging, Animation, Texturing, Pipeline, Teaching)**

I taught the basics of a real-time 3D-pipeline as well as photo manipulation to students aged 15 to 19.

**Senior Technical Artist, ThreeGates AB, 2012-08 – 2014-01**

**(Optimizing, Shaders, Lighting, Pipeline, Teaching, Planning, Management)**

My most important task was to write a fake PBR shader system to allow for seamless weather and day cycle changes in real-time using HLSL, while keeping shader complexity down. During the launch of Legends of Aethereus, I profiled and optimized the game and made multiple shader LODs for Win, Mac and Linux. Lastly, I developed a new level design system and managed our graphics interns.

**Technical/VFX Artist, ThreeGates AB, 2011-07 – 2012-08**

**(VFX, Shaders, Lighting, Rigging, Animation, Modeling, Optimizing, Programming, Pipeline)**

I developed and implemented an art-pipeline for a team of 20 people, it included everything from naming to technical limitations, LODs and engine implementation. I also rigged all non-humans, created all non-human LODs and concepted, created and implemented all VFX (including pre-rendered cinematics).

**Lead Outsourcing/Technical Artist, UFO Network Tech Co.Ltd, 2010-09 – 2011-07**

**(Shaders, Rigging, Animation, Mocap, Modeling, Optimizing, Pipeline, Teaching, Management)**

I worked with things from rigging, animation, shaders and pipeline development, to leading a team of Chinese outsourcing artists. I also worked on rigs for a neural network, and something placed under a strict NDA. Multiple mobile titles for the Chinese market, as well as a huge government sanctioned "Teach the Chinese about Carbon Footprint" gambling game was developed during this time.

**Guest Lecturer, Nanjing University of Finance and Economics, 2010-09 – 2011-02**

**(Rigging, Animation, Modeling, VFX)**

A very interesting experience where I held basic 3D lectures with a translator, sometimes utilizing a blackboard, when the electricity was out.

**Technical/Lead Artist, MEOW-Entertainment, 2009-08 – 2010-09**

**(Shaders, Rigging, Animation, Modeling, Art Direction, Optimizing, Pipeline, Management)**

As combined lead and technical artist I created a pipeline which would allow four artists to create modular characters without breaking normals and skin-weights. Modeled, rigged and animated modular character parts, wrote shaders in HLSL, and create sharable texture sets that would keep the game running smoothly on iOS and Android.

**Technical Artist, Databox Interactive, 2008-01 – 2009-08**

**(Rigging, Animation, Modeling, VFX)**

At Databox I modeled player characters and enemies, I also rigged and animated them, I also assisted in the development of an XNA based particle system and coded as well as painted the particles.

**CG Teacher/Research Assistant, Gotland University, 2008-06 – 2010-10**

**(Rigging, Animation, Modeling, Pipeline, Teaching, Management)**

While working at Gotland University I taught modeling, texturing, rigging, skinning and animation. During this time, I was also involved as a research assistant, creating all art for the world's first Microsoft Surface game, a health game built around two real bikes, and a military simulator for the French Military Academy, Ecole Spéciale Militaire de Saint-Cy.

**EDUCATION**

**Degree of Bachelor of Science in Game Design, Gotland University**

**Rigging for Games Master Class, CGMA (USA)**

**3D Graphics, Futuregames**

## MISC

- Held lectures internationally on how to use Houdini for Game Development.
- One of the first people in the world to have seen and worked with the alpha of version 2.1 of Unity, their initial Window release.
- As part of Uppsala University, I've been a part of arranging Gotland Game Awards and worked on booth setup at GDC.
- Barely learned any Chinese while living in China for a year, our CEO didn't want me to react to words in Chinese and spoil the act of me being an uncaring Swedish hot-shot.
- Held lectures on 3D modeling using only a black board at Nanjing University, China.
- Overseen the education of a Chinese outsourcing team and led them through multiple sharp production for PC and iOS/Android.
- Overseen University and even High-School interns whilst allowing no coffee brewing!
- Held University tutoring sessions for foreign exchange students and held extracurricular lessons for students both ahead of their classmates and far behind their classmates.

## TECHNICALLY INTERESTING TITLES

- Ley Lines – itch.io – PC – Mac – Unity 2018
  - <https://jonamarklund.itch.io/leylines>
- Mondri – itch.io – PC – Mac – Unreal 2018
  - <https://jonamarklund.itch.io/mondi>
- Legends of Aethereus – Steam – PC – MAC – Linux – Unity 2013
  - [https://store.steampowered.com/app/248410/Legends\\_of\\_Aethereus/](https://store.steampowered.com/app/248410/Legends_of_Aethereus/)

## SOFTWARE AND SKILLS

### 3D/2D

- Autodesk 3ds Max
- Autodesk AutoCAD Civil3D
- Autodesk Maya
- Autodesk Mudbox
- Houdini
- Marmoset Toolbag
- Marvelous Designer
- Photoshop
- Substance Designer
- Substance Painter
- xNormal
- zBrush

### Programming Languages

- C#
- CG/HLSL/GLSL
- MEL
- Python

### Game Engines

- Hammer
- Unity
- Unreal Engine 4

### Other

- Perforce/Git
- Scrum/Agile
- SpeedTree
- Visual Studio