

# LINN PENNANEN

## 3D CHARACTER ARTIST



### EXPERIENCE

#### Internship - 3D Artist — *Fast Travel Games*

2018-11 - Ongoing

At Fast Travel Games I've been involved in two projects where I created 3D assets and environments for VR games. Using Unity, Zbrush, Maya and Substance Painter.

#### Game project - *Altiia and the trial islands* — *Futuregames*

Seven week game development

I modeled and textured our main character following a concept made by another student. I also created character props and was part of set dressing for a level. The game was made in Unity.

#### Game project - *Echo* — *Futuregames*

Four week game development

A stylized game where I created the character following a concept made by another student. During this project I also learned a lot about lighting and was part of setting the mood in the game. Echo was made in Unreal engine 4.

#### Game project - *Figure attack golf* — *Futuregames*

Two week game development

This project was in the beginning when school started. I was responsible for concepting and creating the character. The game was made in Unreal engine 4.

### EDUCATION

#### *Futuregames*, Stockholm — *3D Graphics*

2017-09 - Ongoing

Vocational education 3D graphics

#### *3DTraining.com*, USA/Online — *Beginners course*

2017-01 - 2017-02

Education for 3D graphics

### CONTACT

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### SUMMARY

- Higher vocational education for 3D graphics
- Being a part of three game projects using Unity and Unreal engine
- Years of working within the customer service sector