



**ZACKARIAS  
VINTERHED**  
3D ARTIST



[HTTPS://ZATCHIE.ARTSTATION.COM](https://zatchie.artstation.com)



ZACKRIAS.NIL@GMAIL.COM



+46 73 355 63 91



[HTTPS://WWW.LINKEDIN.COM/  
IN/ZACKARIAS-VINTERHED-  
8706B314A](https://www.linkedin.com/in/zackarias-vinterhed-8706b314a)

**MOTTO**

Work until you forget your music is off, then turn it back on and keep working.



**CONTACT**

NJURUNDAGATAN 4  
162 53 STOCKHOLM  
SWEDEN  
+46 73 355 63 91  
ZACKARIAS.NIL@GMAIL.COM

**EXPERIENCE**

**TURF WARS**  
GAME PROJECT

2015  
–  
2017



This was a school project with me and two other friends that we developed and shipped to steam for release.

In this project I was responsible for building the environment from concept to finished in game. My main role was 3d work from start to finish including texturing and engine implementation, as well as helping with level design and game design.

**SEAS OF FORTUNE**  
FREELANCE 3D ARTIST

2017  
–  
2018



A freelance assignment where I was responsible for making various 3D assets from concept to finished textured model.

**FATSHARK**  
3D ARTIST

2019  
–  
NOW

I am currently an intern at Fatshark where I get to create assets for environments. I also do prototypes on different workflows to improve the pipeline.





EDUCATION	SKILLS	LANGUAGES
-----------	--------	-----------



**LBS KREATIVA GYMNASIET**  
UPPER SECONDARY SCHOOL  
GAME GRAPHICS

2014  
–  
2017



**FUTUREGAMES**  
HIGHER VOCATIONAL SCHOOL  
3D GRAPHICS

2017  
–  
2019

High To Low Poly Modeling  
UV Mapping  
Texture Baking  
PBR Texturing Workflow  
Node Based Shader Creation  
Masking Texture Workflow  
Advanced Maya Modeling  
3D Sculpting  
Real Time Rendering  
Modular Workflow  
Pipeline Development

Swedish – Native  
English – Fluent

### PROFICIENT SOFTWARES



MAYA



SUBSTANCE PAINTER



MARMOSET



UNREAL ENGINE



ZBRUSH



3DS MAX



SUBSTANCE  
DESIGNER



PHOTOSHOP



UNITY



XNORMAL

