

Curriculum Vitae



Name: Christoffer Sjöström
Age: 27
Role: Environment Artist
Phone: +46704912321
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Portfolio www.christoffer-sjostrom.xyz
Languages: Swedish and English

Technical skills:

Maya - Substance Package - Quixel Suite – Zbrush - Unreal Engine 4 - Unity 5 – Speedtree- Gaea – Photoshop - xNormal - Marmoset Toolbag - Marvelous Designer – PBR- Perforce, SVN and Git

Relevant Experience:

2020 – Environment Artist – Cinder Interactive

Project: Timesplitters Rewind – Game Type: First-Person Shooter

Software and Engine: Unreal Engine 4, Maya, Substance Painter, Substance Designer and Zbrush.

Assignment: I've got the assignment to create the level Chemical Plant. So far I've been responsible for creating materials, trim sheets and building the assets that I need for dressing the level.

2018 – 3D artist – Studio Smash + Right Nice Games

Project: Multistep Interactive Experience - Game Type: Inspiring AR-experience

Software and Engine: ARKit, Maya, Substance Painter, Substance Designer and Zbrush.

Assignment: I worked on an AR-project where my mission was to build a stylized version of Qatar, including the famous landmarks from the city. I was responsible for building the meshes, texturing and creating materials in Substance Designer.

2018 – 3D artist (intern) - OneReality

Project: “Construction Site VR” (TBD) - Game Type: Educational Software for companies in VR

Software and Engine: Unreal Engine 4, Maya, Photoshop, Substance Designer, Perforce.

Assignment: I worked on a VR project whose purpose is to educate employees and students in the construction industry. My main assignments was to clean up meshes the company had bought or using them as an base to make my own mesh of it. I also made materials and textured the assets.

Education

2016-2018 - FutureGames – 3D Graphics in Video Games – 2nd best school in the industry by the Rookies 2018.

A vocational education with highly focus on learning by doing and working closely with people from the industry. I've had the chance to learn a lot of valuable information by people from the industry, my talented class mates and by working hard.

2011-2014 - Department of Computer and Systems, DSV, Stockholm University - Bachelor Programme in Computer Game Development.

A comprehensive education with mainly focus on the theory behind making video games. We got more technical with both computer science and how 3D graphics are rendered and communicated with the computer. I also got the chance to try out some other areas then 3D, like level design and programming, giving me a little wider perspective on things.

References available on request