

# Christoffer Sjöström

## Environment Artist

### Experience:

#### Right Nice Games

Environment Artist  
2020-Present

#### Cinder Interactive

Environment Artist  
2020-Present

#### Studio Smash + Right Nice Games

3D Artist  
2018

#### OneReality

3D Artist Internship  
2018

### Education:

#### FutureGames

3D Graphics  
2016-2018

#### University of Stockholm

Bachelor Programme in  
Computer Game  
Development  
2011- 2014

### Assignment:

- Created game-ready architectural and organic 3D models with PBR materials for a console game.
  - Dressed new areas and worked on the lighting for the game
  - Wrote documentations on workflows, etc.
  - Set up shaders in Unreal Engine 4
- Software and Engine: Unreal Engine 4, Maya, Substance Painter, Substance Designer, Zbrush and Perforce.

### Assignment:

- Created game-ready architectural 3D models
  - Created trim sheets and tiling materials in PBR workflow
  - Level dressing and Lighting
- Software and Engine: Unreal Engine 4, Maya, Substance Painter, Substance Designer, Zbrush and SVN.

### Assignment:

- Created optimized models (Architectural, Foliage and Vehicles) for an AR-project
  - Created materials in Substance Designer
- Software and Engine: ARKit, Maya, Substance Painter, Substance Designer and Zbrush.

### Assignment:

- Created optimized 3D models for an educational VR project.
  - Created PBR Materials in Substance Designer
  - Cleaned up CAD models for use in Unreal Engine 4.
- Software and Engine: Unreal Engine 4, Maya, Photoshop, Substance Designer, Perforce.

### About:

- Got to learn from industry veterans
- Worked on three different game projects with short deadlines (2, 4 and 7 weeks.)
- Explored different workflows, softwares and art-styles

### About:

- Allowed me to try every department of game development, everything from sound- and level design to 3D graphics.
- 1 year long game project (third-person horror game)
- Lots of technical knowledge

Christoffer Sjöström – 1992-04-14 – +46704912321 - [christoffer.sjstrm@gmail.com](mailto:christoffer.sjstrm@gmail.com) -

Portfolio: [www.christoffer-sjostrom.xyz](http://www.christoffer-sjostrom.xyz)

## Technical skills:

Maya  
Substance Painter  
Substance Designer  
Zbrush  
Unreal Engine 4  
Unity 5  
Photoshop  
PBR workflow  
Speedtree  
Gaea  
xNormal  
Marmoset Toolbag  
Marvelous Designer  
Perforce, SVN & Git

## References:

Right Nice Games  
Kevin Martinez  
Producer  
Phone: +46 73 531 33 12  
Email:  
[kevin@kevinmartinez.se](mailto:kevin@kevinmartinez.se)

## Game Projects:

**Project: Skylar and Plux Reboot**  
Game Type: Third-person platformer  
Engine: Unreal Engine 4  
Company: Right Nice Games

**Project: Multistep Interactive Experience**  
Game Type: Inspiring AR-experience  
Engine: ARKit  
Company: Studio Smash + Right Nice Games

**Project: Timesplitters Rewind**  
Game Type: First-Person Shooter  
Engine: Unreal Engine 4  
Company: Cinder Interactive

**Project: Twinsite**  
Game Type: Educational Software in VR  
Engine: Unreal Engine 4  
Company: OneReality

## Achievements:

- Guest lecturer at FutureGames during a course about set dressing (2020)
- Player's Choice at FutureGames – Jawbreakers (2018)