



Jesper Hedin

Hard Surface & Environment Artist

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Education

3D Graphics, Futuregames, 2017-2019

Higher vocational education in game development with focus on 3D graphics.

Game Development, Stockholms University, 2014-2017

Bachelor's programme in game development with focus on game design.

Social Science, Nacka Gymnasium, 2009-2012

Upper secondary education with focus on historical, economic and social science perspectives.

Work

Bublar Group, 2019-

Glowing Gloves, AR Boxing game, iOS

Environment artist, created modular assets to build the inside of the boxing arena

Otherworld Heroes, Location Based MMORPG, iOS/Android

Environment artist. Created assets that procedurally spawns on the map, I also created different ground textures for different types of biomes. I also created and gears and weapons for the players and helped to create VFX for skills and attacks.

Hello Kitty AR: Kawaii World, Location Based, iOS/Android

Environment artist. Created assets that procedurally spawns on the map. I also helped out with creation of Sanrio characters, and various seasonal themed outfits and costumes for the characters.

Software

Advanced Knowledge

Autodesk Maya
Blender
Unreal Engine 4
Unity 3D
Substance Painter
Substance Designer
Marmoset Toolbag
Adobe Photoshop

Basic Knowledge

Marvelous Designer
Quixel Suite
ZBrush

Other Experiences

Handball, Skuru IK, 2001-2015

Played handball for several years. I was the team captain at various times, motivating the team and made everyone work together towards the same goal.

Teachers Assistant, Sickla Skola, 2012-2015

Helping children with special needs to keep focus in the classroom throughout the day.

Language

Swedish
English

References

Available on request