Hi!

My name is Gabriel von Gertten, and I am a graphics artist from Malmö, Sweden. I have studied Game Art at [The Game Assembly](), and since then have had a chance to get experience from a few different sources. I recently have been working as an Environment Artist for The Bearded Ladies for about a year, where I made props, level dressing, shaders, blueprints among other things in the Unreal engine for Mutant Year Zero and its upcoming DLC, Seed of Evil. Before joining the Bearded Ladies, I was an intern at Frictional Games, also as an Environment Artist. Earlier I worked as a CGI artist for Zenit Design in Malmö where I produced photorealistic rendered images and animations of various products.

I'm primarily a 3D artist, though I see myself atleast partly as a graphics generalist. I love doing organic props, though I have much experience with hard-surface after the Mutant project. Apart from 3D modelling, I have done concept sketches, textures, GUI and icons, loading screens and promotional banners to name a few of the main things. I feel very confident in creating true-to-concept 3D assets based on concept sketches. Rigging and animation is also something I have dabbled with, though not as much.

Game design and game graphics are hobbies I have been passionate about since I was very young, and I started designing my own games during lunch breaks at school. Later on I realized that it was obvious for me to seek a career in the game industry. I got a chance to work as a game designer for Planeto in Malmö for about two years, where I helped design game modes, minigames and GUI.

I would gladly take on any assignments when needed, and can adapt to situations where gameplay design would need to be taken into account when designing the assets. In previous game projects I have been working in Unity to import and handle my 3D assets, make particle systems or interfaces among other things while getting some experience with C# coding. Currently I'm working on a personal horror game project in Unreal engine set in the 15th century, based on old scandinavian tales of "lyktgubbar", a kind of apparition who would lead people astray or kidnap them in the night.
I plan on finishing a C++ course for programming in the Unreal engine as well. It feels good to have some insight into coding to easier understand and communicate with the programmers in the dev team. I love working around the technical limitations of a game engine, trying to create 3D assets as pretty as possible with the least amount of tris, or with clever use of UV-maps. It's fun to challenge myself and learn new things. There are so many new programs out there to learn, and I'm currently trying out programs such as Marvelous Designer and Houdini for various props and effects.

Apart from game graphics, I have been working with game design, album art, logo designs, prints, iOS & Android app design.

Should you be interested in hiring me, you would get a very dedicated and experienced artist who is easy to communicate with and can meet deadlines.
You find my portfolio at http://gabrielvongertten.com.

Hope to hear from you soon!

Sincerely,
Gabriel

CV

Education

2012-08-30 – 2015-04-10	Game art program 2.5 years, 550 YHP points (higher vocational education)
	The Game Assembly, Malmö Sweden thegameassembly.com/

2005-08-26 - 2008-06-27   Interaction Design 3 years (bachelor degree) Malmö University, Malmö Sweden

2003-09-10 - 2005-01-15   Military service in Sweden as a cryptologic technician, platoon leader

2000-08-26 - 2003-06-14   Media, Graphic design 3 years (upper secondary school) Mediegymnasiet, Malmö Sweden

Previous experience

2018-05-14 – Ongoing   Environment Artist, The Bearded Ladies, Malmö Sweden.
Created assets and dressed levels for Mutant Year Zero – Road to Eden and its DLC Seed of Evil.

2018-01-02 – 2018-05-03   3D Artist Intern, Frictional Games, Malmö Sweden.
Created assets for an unannounced game project.

2015-10-26 – 2017-04-21   CGI Artist, Zenit Design, Malmö Sweden.
Produced rendered images of various products and realistic environments.
www.zenitdesign.se

2011-12-23 - 2012-04-26   Freelance graphics artist. Nattaro Labs, Lund Sweden.
Designed their iPhone-app.   www.nattarolabs.se

2010-02-30 - 2012-05-30   Game designer, Planeto, Malmö Sweden. Designed game modes, game mechanics and interface as well as the idea behind their Quiz Battle game.
www.planeto.com

2008-02-01 - 2010-01-31   Chat moderator for Habbo Hotel. www.habbo.se

Skills & knowledge

Photoshop	●●●●●	Concept art and sketching, textures, GUI, promotional banners, album art
Maya	●●●●●	Modeling, UV-mapping, texturing, effects, rendering, animating
ZBrush	●●●●○	Sculpting highpoly models and making lowpoly versions
Substance Painter	●●●●●	Weapon of choice when it comes to texturing. Used extensively for Mutant project
Quixel Suite	●●●●○	Worked with Quixel Suite for texturing
Redshift rendering engine	●●●●●	Rendered concepts, products or environments for various projects
V-Ray rendering engine	●●●●○	Rendered concepts, products or environments for various projects
xNormal	●●●○○	Baking textures
Keyshot	●●●○○	Rendered concepts for various projects
Unreal	●●●●●	Worked professionally making shaders, blueprints, props and level dressing
Unity	●●●○○	Basic understanding of scenes, particles and import of assets
Marvelous Designer	●●●○○	Used for both Mutant and for personal projects
Illustrator	●●○○○	Been working with vector graphics for various CD and booklet prints