**Gabriel von Gertten**
0739 - 67 60 22
corabiel@gmail.com
Idunsgatan 34, 21446 Malmö

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 most recently have been working as an Environment Artist for The Bearded Ladies for about a year, where I made props, level dressing, level design and planning, shaders, blueprints among other things in the Unreal engine for Mutant Year Zero and its 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 at least partly as a graphics generalist. I love doing both organic props and hard-surface assets. 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, and sticking to the established art style. 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. For Mutant, I got to design entire levels, with small stories hidden in every nook of the map waiting to be discovered.

I have worked in the Unreal engine quite extensively both during the Mutant project, but also afterwards for personal projects. Currently I'm working on my own game project in Unreal using only blueprints, a shoot-em-up game called Archon. I'm making waypoint systems, basic AI and interactive assets, the blueprint system is truly wonderful! Also building master shaders with attributes that can be manipulated during gameplay. I have pretty good knowledge of optimization in the Unreal engine (Mutant had heavy optimization work), everything from mesh/texture quality and LODs to object culling as well as a general ability to produce assets which are well-planned.

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 both Unity and Unreal to import and handle my 3D assets, make particle systems or interfaces among other things. I have some insight into C# and C++ coding to easier understand and communicate with the programmers in the dev team. 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, are some of the fun challenges which helps me develop my skills as an artist.

Aside 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 can find my portfolio at http://gabrielvongertten.com.

Hope to hear from you soon!

Sincerely,
Gabriel von Gertten

# CV

## Education

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|---|---|
| 2012-08-30 – 2015-04-10 | Game art program 2.5 years, 550 YHP points (higher vocational education)<br>The Game Assembly, Malmö Sweden    http://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 |

## Previous experience

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|---|---|
| 2018-05-14 – 2019-05-29 | Environment Artist, The Bearded Ladies, Malmö Sweden.<br>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<br>Creating assets for an unannounced game project. |
| 2015-10-26 - 2017-04-21 | CGI Artist, Zenit Design, Malmö Sweden.<br>Produced realistic rendered images of various products and environments.<br>www.zenitdesign.se |
| 2011-12-23 - 2012-04-26 | Freelance graphics artist. Nattaro Labs, Lund Sweden.<br>Designed their iPhone-app.         www.nattarolabs.se |
| 2010-02-30 - 2012-05-30 | Game designer, Planeto, Malmö Sweden. Designed game modes, game<br>mechanics and interface as well as the idea behind their Quiz Battle game.<br>www.planeto.com |
| 2008-02-01 - 2010-01-31 | Chat moderator for Habbo Hotel.  www.habbo.se |

## Skills & knowledge

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| Photoshop | ●●●●● | Concept art and sketching, textures, GUI, promotional banners |
| Maya | ●●●●● | Modeling, UV-mapping, texturing, animating, rendering, particle effects |
| Unreal Engine 4 | ●●●●● | Working professionally making shaders, blueprints, props, level dressing & optimization |
| ZBrush | ●●●●○ | Sculpting high-poly models and making low-poly versions |
| Substance Painter | ●●●●○ | Weapon of choice when it comes to texturing. Used extensively for Mutant project |
| Redshift rendering engine | ●●●●○ | Rendered concepts for various projects |
| xNormal | ●●●○○ | Baking textures from my high-poly assets |
| Keyshot | ●●●○○ | Rendered concepts for various projects |
| Unity Engine | ●●●○○ | Basic understanding of scenes, asset handling, particles and materials |
| SpeedTree | ●●●○○ | Making trees for personal projects, an amazing program. |
| Marvelous Designer | ●●○○○ | Played around with a few patterns and simulations for a personal project |
| Illustrator | ●●○○○ | Been working with vector graphics for various CD and booklet prints |