



Gabriel von Gertten

0739 - 67 60 22

corabel@gmail.com

Högås Västerstad 1284, 242 97 Hörby

Hi!

My name is Gabriel von Gertten, and I am a Graphics Artist from Malmö, Sweden, now living outside of the town of Hörby. 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 work as a graphics artist for the game company Frogsong Studios, making 3D assets for in-house and consulting projects. Previously I 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

2012-08-30 – 2015-04-10	Game art program 2.5 years, 550 YHP points (higher vocational education) 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) Mediegymsnasiet, Malmö

Previous experience

2020-06-01 – ongoing	Graphics Artist, Frogson Studios, Malmö Sweden.
2018-05-14 – 2019-05-29	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 Creating assets for an unannounced game project.
2015-10-26 - 2017-04-21	CGI Artist, Zenit Design, Malmö Sweden. Produced realistic rendered images of various products and 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
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