

## Gustav Embretsen

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## Experience

(Nov 2008 - present)

**FUNCOM - Oslo, Norway**

Position: 3d/Environment Artist

### **Project: The Secret World (PC/XBOX 360)**

Responsibilities included: Terrain/Level design using proprietary tools.  
Managing and maintaining art for an entire 2.25km<sup>2</sup> playfield.  
Creating assets using high/low polygon modeling and texturing.  
Technical review on outsourced art assets from Funcom Beijing.

## Skills

Ability to create organic and inorganic assets, including:  
props, vegetation, vehicles and characters  
High polygon modeling for normal map generation  
Experience with Agile development processes  
Efficient uv mapping and model optimization skills for low spec assets  
Able to work from loose concepts and/or photo reference  
Photomanipulation and handpainted texturing depending on required art style  
Experience with advanced shaders and shader creation

## Education

Advanced Vocational Education (2007 - 2009)

**Playgroundsquad**, ([www.playgroundsquad.com](http://www.playgroundsquad.com)), Sweden

Studied 3d Graphics for Games

## Tools

Proficient in both Maya and 3ds Max  
Photoshop  
Unreal Ed

Zbrush, Mudbox sculpting  
Crazybump, Xnormal  
Speedtree

## Languages

Swedish: Native  
English: Fluent spoken & written

\*References available upon request