

Gustav Embretsen

Kalkstensvägen 10
66535 Kil
Sweden

Phone: +46730800828

Web: www.disk2.com

Email: gux@disk2.com

LinkedIn: www.linkedin.com/in/gustavembretsen

Experience

(Nov 2008 - Dec 2010)

FUNCOM - Oslo, Norway

Position: 3d/Environment Artist

Project: The Secret World (PC)

Responsibilities included: Terrain/Level design using proprietary tools.
Managing and maintaining art for a large playfield level.
Creating a wide variety of 3d assets
Technical review on outsourced art assets.

Skills

Able to work from loose concepts and/or photo reference
Experience with advanced shaders and shader creation
High polygon modeling for normal map generation
Experience with Agile development processes
Adept at digital painting and drawing
Efficient uv mapping and model optimization skills for low spec assets

Education

Advanced Vocational Education (2007 - 2009)

Playgroundsquad, (www.playgroundsquad.com), Sweden

Studied 3d Graphics for Games

Tools

Proficient in both Maya and 3ds Max
Photoshop
Unreal Engine

Zbrush, Mudbox sculpting
Crazybump, Xnormal
Speedtree

Languages

Swedish: Native
English: Fluent spoken & written

*References available upon request