

# Curriculum Vitae

## PERSONAL INFORMATION



### Gustav Engman

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| Date of birth: 1992-05-05 | Nationality: Swedish

## WORK EXPERIENCE

Jan '15 - Present

### Environment Artist - Starbreeze Studios

#### PAYDAY 2 DLCs

Environment modeling and texturing.

Nov '13 - Present

### CryDev Staff News Writer (Volunteer)

My responsibilities include searching the web for CRYENGINE related projects and artwork, communicate with the authors and writing news articles on CryEngine.com, Crytek's official development Community for their CRYENGINE technology.

[www.crytek.com](http://www.crytek.com) | [www.cryengine.com](http://www.cryengine.com)

7 Apr '14 – 3 Jun '14

### 3D Artist Internship (Off-site) - Vascotia Studios

#### Atlantis

Worked closely with the team leader during a two month internship to create a submarine interior for the game Atlantis developed with CRYENGINE.

[www.vascotiastudios.com](http://www.vascotiastudios.com)

Aug '11 – Nov '13

### CryDev Staff Media Team (Volunteer)

Responsible for media tasks such as uploading videos and managing CryEngine's official YouTube Channel, as well as organizing and presenting CRYENGINE tutorials for the community, by the community.

[www.crytek.com](http://www.crytek.com) | [www.cryengine.com](http://www.cryengine.com)

May '11 – Jun '11

### 3D Artist - Sick Sheep

#### A Story About My Uncle

Created 3D Art for the initial release of *A Story About My Uncle* during a school project over the span of 11 weeks.

## EDUCATION

Sep '11 – Jun '14

### Spelprogrammet - 3D Art Orientation

Södertörns Högskola

[www.web.sh.se](http://www.web.sh.se)

Aug '08 – Jun '11

### Internationell Sam/Natur

Danderyds Gymnasium

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## PERSONAL SKILLS

### Software

- Autodesk Maya 2015
- Pixologic Zbrush 4R7
- Mari 2.6/Adobe Photoshop CS6/Quixel SUITE
- xNormal
- headus UVLayout

### Skills and competence

- Able to work in a team
- Level Art + Indoor/Outdoor lighting
- Great eye for detail
- High to low poly modeling + texture rendering
- Efficient texturing workflow using Mari 2.6, Photoshop or Quixel SUITE
- Experience in Scrum development environments
- Experience with TortoiseSVN revision control

### Languages

- Swedish (Mother tongue)
- English (Fluent)