

Christoffer Radsby

2011



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LANGUAGES
Swedish - *Native*
English - *Fluent*

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RESUMÉ

OBJECTIVE

I feel like I want to use all the experience I have gathered throughout the years, in the video game industry. I feel that with my knowledge as an 3D-artist for AAA-video games I can be a hardworking and valuable asset for any company , big or small.

EDUCATION

2006-2009

University of Kalmar - Interaction Design

Swedish University, my third-year project ("Engagement in digital games: a study of immersion in first-person shooters ") explores my interest in video game design and development by studying the concept of immersion in video games, and what the players themselves think immersion is and which game elements that affects the feeling of immersion.

EXPERIENCE

2010

Environment Artist Contractor at SCEE/Evolution Studios

Worked for Evolution Studios Ltd as a contractor on Motorstorm Apocalypse. I created assets for in-game use. Modeled assets using Maya, UVs, texture-work in Photoshop, optimization and bug-fixing. I sometimes got to do smaller world-building tasks.

Environment Artist Contractor at SCEE/Studio Liverpool

Worked for Studio Liverpool with Wipeout 2048 on the handheld console Playstation Vita. Responsibilities included the creation of assets like track-side sci-fi vehicles, general assets and optimisation.

PRESENT

Junior Level Artist at Massive - A Ubisoft Studio

Currently working at Massive as a Junior Level Artist on *Far Cry 3*. Responsible for game level aesthetics: Modeling/texturing assets, materials/shaders, lighting/atmosphere and the general dressing of levels.

INTEREST AND HOBBIES

I usually work on different 3D-projects that include modelling, texturing and lighting. I also spend my time with photography with my trusty Canon 550D + lenses, video-editing, post-processing and digital painting.

ACHIEVEMENTS

University of Kalmar

My degree project was elected as a candidate for the Jusek National BEST Degree project and in applied systems science and informatics 2009.

REFERENCES

Upon request

SKILLS AND KNOWLEDGE

Software knowledge

Adobe Flash - *Basic*
Adobe Photoshop - *Advanced*
Adobe Premiere- *Basic*
Adobe Indesign - *Intermediate*
Adobe Illustrator - *Intermediate*
Maya 2010 - *Intermediate*
3D Studio Max - *Intermediate/Advanced*
Zbrush 3-4 - *Intermediate*
UVLayout V2 - *Basic/Intermediate*
xNormal - *Intermediate*
Hansoft - *Beginner*
Perforce - *Beginner*

Web development knowledge

HTML/XHTML - *Advanced*
CSS - *Advanced*
PHP - *Basic*
Java - *Basic*
SQL - *Basic*

GAME-ART KNOWLEDGE

Most experienced with:

- Creating environments and assets for AAA-video games using this generation workflow.
- Highpoly & Lowpoly asset creation and texturing using Photoshop and different software for baking normal maps.
- Environment/Asset optimisation for real-time environments
- Understanding of Game Engine limitations and optimisation that can be made in art.

Proficient in:

- High/Lowpoly character modeling and texturing using Zbrush/3dsMax/Maya.
- Lighting for video-games, understanding of different ways to light environments, working with color and composition.

Game Editors:

Dunia Editor
CryEngine SDK
Unreal Development Kit

GAMES WORKED ON:

Motorstorm Apocalypse (PS3)
Wipeout 2048 (Playstation Vita)
Far Cry 3 (PC, X360, PS3)