

# ANNIE ÅBERG

## 3D ARTIST



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### SUMMARY

- 3D Artist with a focus on environment art, props and shader work.
- Love working on projects with a team towards a common goal and being a part of the entire game development process.
- Looking for an internship or full time position.
- Currently studying at Futuregames in Stockholm.
- Aside from digital games I also like meeting up with friends for board game nights and role playing.

### WORK EXPERIENCE

#### LOGTOWN STUDIOS 3D ARTIST (MARCH 2017 - AUG 2017)

My main task at Logtown were modeling, texturing and implementation of finished assets in the game engine. I was also responsible for setting up game play centric assets with scripts, physics and joints inside Unity. Aside from that I was responsible for creating shader for the assets I created, working a lot with Shaderforge.

#### MUSEUM OF TECHNOLOGY TEACHER IN MAYA AND UNITY CLASSES (JAN 2017 - JUNE 2017)

Teaching 3D modeling in the software Autodesk Maya to adolescents. The course contains classes in basic modeling, UV-mapping, texturing, animation and a short introduction to the game engine Unity.

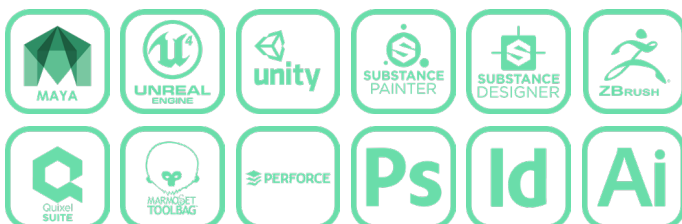
#### LUSH SWEDEN AB SHOP MANAGER and TRAINEE MANAGER (2008 - 2014)

In charge of operating the store. Responsible for making the shop profitable by keeping track of key figures such as staff cost, purchases and operating costs. My job was also to train and develop a team of 6 staff members and coach them on a daily basis.

### OTHER QUALIFICATIONS

- Course representative for the 3D class at Futuregames.
- Organized a charity event for Stockholms Katthem when I worked as a shop manager at Lush Sweden. Stockholms Katthem is a non-profit organization who take care and give new homes to cats. During one week we collected cat food, litter, toys and we sold products were all the money (ex vat) went to Katthemmet.
- Drivers license.

### SOFTWARE SKILLS



### EDUCATION

#### FUTUREGAMES VIDEO GAME ART (SEPTEMBER 2017 - ONGOING)

A higher vocational education in 3D graphics for games. Close connection with industry professionals and a strong belief in learning-by-doing through projects and practical courses. Evaluation through constant feedback from juries consisting of leads from different game studios.

#### SÖDERTÖRNS HÖGSKOLA BACHELOR DEGREE IN MEDIA TECHNOLOGY (SEPTEMBER 2014 - JUNE 2017)

Bachelor degree in 3D graphics for games with focus on entrepreneurship, projects and research.

#### JENSEN EDUCATION ECONOMICS (2009 - 2010)

Basic education in economics such as business law, marketing, accounting and taxation, finance and cost and business communication in english.

### GAME PROJECTS

#### KNÅDDSKOGEN 2018 ENVIRONMENT AND SHADER ARTIST

Available at <https://knoddskogen.itch.io/knoddskogen>

Knåddskogen is a single-player, casual/exploration game set in a Swedish forest. You play as a kindergarden teacher who lost her entire class in the woods and needs to get them back.

I worked on the unlit shader that were used for all props, using Amplify shader. I also made shaders for water and foliage wind. During this project I also took on the role as Level Artist wanting to develop in that field. Other than that I also made some of the props and foliage.



#### ECHO 2017 ENVIRONMENT AND SHADER ARTIST

Available at <https://lions-vultures.itch.io/echo>

Echo is a single-player storydriven adventure, side-scroller. Story is conveyed through gameplay and environment since no text or cutscenes were allowed.

I worked on shaders, VFX, props and some level art. During this project I also got the chance to dive deeper into Substance Designer and created alot of the world materials for the floors and walls.



#### FENCE FEAST 2017 PROP ARTIST

Available at <https://jonamarklund.itch.io/fencefeast>

Fence Feast is a local multiplayer where you go head-to-head in a chaotic free-for-all where the goal is to, within 90 seconds, deliver the most plates of food to the tables scattered around the level.

This was my very first project in Unreal so alot of the learning was getting to know engine-specific pipelines. Other than that I worked on props.

