

Filip Angéliston
E-mail: filipangelison@gmail.com
Tele: 0738170715

Ansgarsvägen 14
26162 Glumslöv
Portfolio: www.filipangelison.com

CV

I am positive, creative and magical.

Education

- Technical Artist Supplementary Education 2013 – ongoing ,1.5 years.
300 YHP
The Game Assembly, Malmö Sweden
With focus on development of AAA games.
<http://thegameassembly.com/>
- Production (start up camp) 2012
(15hp)
Development of ideas.
Blekinge Institute of Technology, Karlshamn, Sweden.
- Bachelors of Arts in Game Graphics 2009-2012.
Media Technology (180hp),
Focus on creating games in smaller scales as a 3D artist.
Blekinge Institute of Technology, Karlshamn, Sweden.
<http://www.bth.se/>
- Upper Secondary School 2006 -2009.
Sports oriented (soccer) social science.
Filborna gymnasium, Helsingborg, Sweden.

Knowledge

- Autodesk Maya Very good knowledge, modeling, scripting (python), particles, basics in rigging and animation.
- Python Good knowledge, can create simple tools that makes the artist workflow much easier and faster.
- Adobe Photoshop Very good knowledge, texturing, pixel graphics and simple concepting.
- Autodesk Mudbox Very good knowledge, sculpting and texturing.
- Crazy Bump Very good knowledge, can easily edit and create various texture maps.
- Xnormal Good knowledge of creating great looking texture maps
- Unreal Development Kit 3 Very good knowledge of how to create materials and particles
- World Machine Basic knowledge of how to quickly create terrain.
- PBL Experience of working with PBL shaders.

Languages

Swedish Fluent (mother tongue)
English Full Professional proficiency
German Beginner(can understand simple conversations)