

# Calle Boström



## VFX Artist

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Nationality: Sweden

Languages: Swedish, English

Date of birth: 16/06/1992

Portfolio: <http://carlcraft3d.com/>

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## Work Experience

**Forgotten Key, VFX Artist:** Nov 2017 - Feb 2019

“AAA-indie” studio making adventure/exploration games, where I was in charge of all visual effects and all the problems and solutions needed for them. Writing shaders (HLSL/Cg) and scripts (C#) is my day-to-day.

**CarlCraft 3D, Freelance Artist:** Feb 2016 - Current

Freelance 3D modelling and visualisation. Making realistic, modular environments for game dev stores, and working with customers to create 3D concepts of real life environments.

**Creative Tools, Technical Sales:** Sep 2014 - Jan 2016

Technical sales. Finding the right software for the customer, and training them in said software (V-Ray, SketchUp, Maya amongst others).

**Dead Shark Triplepunch, 3D Artist:** Nov 2012 - Sep 2014

Co-owner and 3D Artist, made the game Epigenesis (released on Steam). Worked with environments, props, optimization and was sole animator/rigger.

## Achievements

- Make Something Unreal Live 2013 - First place. Competition hosted by Epic Games
- SGA Game Of The Year 2013 – Swedish Game Awards grand prize
- Game Concept Challenge 2013 – Won a grand total of 50,000 SEK

## Education

**Blekinge Institute of Technology:** 2011 - 2014

Bachelor in Digital Games, art oriented

## Software Knowledge

Excellent: Autodesk Maya, Unreal Engine 3 and 4, Unity, Photoshop

Proficient: Pixologic ZBrush, SketchUp, Substance Painter

Basic: Substance Designer, Motion Builder, Perforce, Github, V-Ray

Programming languages: ShaderLab (HLSL/Cg), C#, MEL (basic)