

Calle Boström



3D Environment and Prop Artist

Nationality: Sweden

Languages: Swedish, English

Date of birth: 16/06/1992

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Work Experience

CarlCraft 3D: 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: 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: 2012 - 2014

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

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 Media with focus on Game Art

Software Knowledge - Competence

Autodesk Maya - Excellent

Pixologic ZBrush - Proficient

Unreal Engine 3 and 4 - Excellent

Substance Painter - Proficient

Substance Designer - Basic

Photoshop - Excellent

Perforce - Basic

SketchUp - Proficient

V-Ray - Basic