

# Calle Boström



## 3D Environment and Prop Artist

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Nationality: Sweden

Languages: Swedish, English

Date of birth: 16/06/1992

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## Work Experience

**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 amongs 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

Autodesk Maya

Pixologic ZBrush

Unreal Engine 3 and 4

Substance Painter

Substance Designer

Photoshop

Perforce

SketchUp

V-Ray