

# Calle Boström

## Technical UI Artist

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Nationality: Sweden

Languages: Swedish, English

Date of birth: 16/06/1992

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## Work Experience

### **Massive Entertainment - A Ubisoft Studio, UI Technical Artist (2019 - Present)**

Post-launch and DLC for The Division 2, then Star Wars Outlaws.

Worked closely with design, programming, art and audio to bring functionality and life to UI. Owner of several HUD elements and menus. Facilitated and ran the UI shader pipeline

### **Forgotten Key, VFX Artist (2017 - 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#)

### **CarlCraft 3D, Freelance Artist (2016 - Present)**

Freelance 3D modelling and visualisation

### **Creative Tools, Technical Sales (2014 - 2016)**

Technical sales in 3D software and hardware (3D printers!)

### **Dead Shark Triplepunch, 3D Artist (2012 - 2014)**

Co-owner and 3D Artist. Released Epigenesis on Steam, which won Epic Games’ “Make Something Unreal”. Worked with environments, props, optimization and was sole animator/rigger

## Education

### **Blekinge Institute of Technology (2011 - 2014)**

Bachelor in Digital Games, art oriented. Graduated with diplomas

## Software Knowledge

Engines: Unity, Unreal Engine 4, Snowdrop

Tools: Autodesk Maya, Photoshop, Perforce, V-Ray, Substance Painter/Designer

Programming: ShaderLab (HLSL/Cg), C#