

Mattias Hedberg

Technical Artist



Work Experience

King (Malmö Sweden)

Technical Artist

Work on multiple mobile games. Optimize art for rendering, install size and platform. Collaborate with team to create sustainable pipelines, tools and workflows.

Junior Technical Artist

Intern Technical Artist

Duckling (Copenhagen, Denmark)

Junior 3D Artist

Work on multiple 3D commercials. Focus on offline-rendering, lighting, texturing and shading. Create VFX in Maya using particle systems.

Intern 3D Artist



Education

The Game Assembly
Student, Technical Artist

Jönköpings University
Industrial Art and Animation
Student, 3D Artist

Online Training
Pluralsight, Khans Aca, etc

I believe you should never stop learning, so I use Pluralsight and other online learning platforms to further my skills in different areas I feel myself lacking or have an interest in.

2016 - present

2015 - 2016

2014

2011 - 2012

2011

2014 - 2016

2009 - 2011

Ongoing

Contact

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Tools & Software

Python

Defold, LUA

git, perforce, hg, SVN

Maya, MEL

Blender

Unity, C#

Photoshop, JavaScript

Interests

Tool development

Workflow

Optimization

Languages

Swedish
Fluent

English
Full Professional Proficiency

