

Robin Karlsson - Weapons & Vehicle 3D Artist

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Skills

Modeling: Hard surface subdivision polymodeling, sculpting and lowpoly modeling

Baking: Highpoly to lowpoly texture baking

Texturing: Stylized and realistic texturing utilizing physically based rendering (PBR) or non-PBR

Tools

Modeling: Blender, Maya, World Machine and ZBrush

Texturing: Gimp, Handplane, nDo2, Photoshop, Substance Painter and xNormal

Game Engines: Id Tech 4, Unity and Unreal Development Kit (UDK)

Programming: C++, C#, HLSL, Java, Python, Visual Basic and Visual Studio

Experience

Amalgamation **Polyhedron** **2012-2013**

A free space-shooter indie game project I collaborated on with a team of 9 developers. I was the lead 3D artist where I did modeling, baking and texture-painting of vehicles, weapons and environments.

Vikingr **Untitled studio** **2011-2012**

A cancelled third person shooter indie game centred around norse mythology. During this project I was the lead 3D artist where I did modeling, baking and texture-painting of characters, weapons, environments and props. I was also responsible for setting up the 3D art pipelines.

The Dark Mod **Broken Glass Studios** **2010-2011**

A free ID Tech 4 first person stealth game. I contributed with modeling, baked textures and texture painting for prop models to be used by the level designers and environment artists.

Education

Blekinge Institute of Technology **2010-2013**

Technical Artist for Games (BS in Digital Games Development)

Hässleholm School of Technology **2008-2010**

Programming

Miscellaneous

Swedish is my native tongue, I speak that and English fluently. In addition to those I also have a limited understanding of Danish.

Lastly I also have a Swedish drivers license (B level).