

Christian Yngvesson

3D Artist | Game Developer | www.chrilly.com

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EXPERIENCE

SELF-EMPLOYED, SWEDEN — FREELANCER & DEVELOPER

OCTOBER 2016 - NOVEMBER 2018

Freelance work for various clients such as;
Divine Robot AB, Pixelram and Some Monkeys SRL, using a variety of tools, including Maya, ZBrush, Unreal, Unity 3D, Substance Painter, etc.

FULL CONTROL APS, DENMARK — 3D ARTIST

MARCH 2012 - DECEMBER 2014

Created & animated the Genestealer & Techmarine 3d characters for Games Workshop's Warhammer 40K: Space Hulk(PC/iOS) using 3ds Max, ZBrush, Photoshop, xNormals & Unity 3D.

FULL CONTROL APS, DENMARK — INTERN

AUGUST 2011 - MARCH 2012

Created & Animated 3d characters, levels and weaponry for Frontline Tactics (PC/iOS) using 3ds Studio Max, Photoshop & Unity 3D.

EDUCATION

THE GAME ASSEMBLY, SWEDEN

AUGUST 2009 - MARCH 2012

SEQUENTIAL ART & GRAPHICAL STORYTELLING, SWEDEN

AUGUST 2007 - JUNE 2009

THE NATURAL SCIENCE PROGRAMME, SWEDEN

AUGUST 2004 - JUNE 2007

RELEASED VIDEO GAME TITLES

- WARHAMMER 40K: SPACE HULK (PC/IOS)
- JAGGED ALLIANCE: FLASHBACK (PC)
- FRONTLINE TACTICS (PC/IOS)
- TACTICAL SOLDIER (IOS)

SKILLS

- 3D MODELLING
- HIGH POLY SCULPTING
- TEXTURING & BAKING
- CHARACTER DESIGN
- MATERIAL CREATION
- UV MAPPING
- ANIMATION
- RIGGING

SOFTWARE

- AUTODESK 3DS MAX
- AUTODESK MAYA
- ADOBE PHOTOSHOP
- ZBRUSH 2018
- SUBSTANCE PAINTER
- QUIXEL SUITE 2.0
- 3D-COAT
- UNITY 3D
- UNREAL ENGINE 4
- BLENDER
- XNORMAL
- FACEFX

LANGUAGES

- ENGLISH
- SWEDISH