

## RESUME

**Name** Björn Albihn  
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**Email** [bjorn@albihn.net](mailto:bjorn@albihn.net)  
**Portfolio** [www.albihn.net](http://www.albihn.net)

- Key Skills**
- Quickly creating high and low polygon modeling, texturing, rigging and skinning with a focus on characters and environments.
  - Programming, technical art, scripting, automated setup for animation, optimization and workflow tools, shader programming.
  - Team management and production planning.
  - Teaching and education of both students and professionals.
  - Wide experience and knowledge in many fields of game development on mobile, consoles and desktops.

## EMPLOYMENT

- That Brain HB** **Founder and Developer**  
(January 2011-Present)
- Management.
  - Environment, character, effects and vehicle art.
  - Programming, Shader programming.
  - UI/UX, Game Design.

- Björn Albihn Produktion AB** **Freelance Artist / Programmer**  
(November 2010-Present)
- Creating art, programming and technical solutions for games, advertising and other nearby fields.
  - Education of 3D artists.
  - 3D Printing prototypes and sculptures.

- Red Steam (Gameloft Shanghai)** **Lead Artist**  
(November 2009-August 2010)
- Team Management for 5 artists.
  - 3D Concepting, Preproduction art, promotional art.
  - Providing Feedback, mentoring and training for Gameloft teams worldwide.
  - Modeling, texturing and rigging characters, creatures, environments and vehicles.

- GRIN AB** **Lead Character Artist**  
(June 2005-August 2009)
- Team management and production planning for up to 10 character artists, both on and off location.
  - Modeling, texturing and rigging characters, creatures, environments and vehicles.
  - Technical art, R&D, tools development for artists and animators.

- Cliff Design AB** **3D Artist (Internship)**  
(February 2005- June 2005)
- Converting CAD material for use in rendering.
  - Artist tools development

## EDUCATION

- Studium Göteborg** **Computer Graphics Design**  
August 2003 - June 2005
- General 3D education with internship included. Teaches 3D studio Max, Maya, Photoshop, Premiere and After Effects.

## EXPERIENCE

<b>20000 Leagues above the Clouds</b> That Brain - TBA	<b>Indie Developer</b> Environment art, Programming, Shaders, UI, Game Design
<b>Angry Birds2</b> IOS/Android - Rovio - 2015	<b>Contractor – UI Programmer</b> UI programming
<b>Vermintide: End Times</b> PC - Fatshrk - 2015	<b>Contractor – Character Art</b> Character art
<b>Mad Max</b> Xone/PS4/PC - Avalanche Studios - 2015	<b>Contractor – Character Art</b> Character art
<b>Project Entropia: New Avatars</b> PC - Mindark 2012	<b>Contractor – Character/Technical Artist</b> Characters, rigging, R&D and technical art
<b>Project Entropia: Space</b> PC - Mindark 2011	<b>Contractor – Concept Artist</b> Vehicles and Creatures
<b>Gangstar Rio: City of Saints</b> iOS/Android - Gameloft 2011	<b>Contractor – Character Artist</b> Character Art
<b>Futuregames</b> 2011-Present	<b>Teacher and Mentor</b> Courses in Environment and Character art and the Unity game engine. Mentoring for artists specializing in character or environment art.
<b>Backstab</b> iOS/Android - Gameloft 2011	<b>Lead Artist</b> Character art
<b>N.O.V.A 2</b> iOS/Android - Gameloft 2010	<b>Lead Artist</b> Characters and Creatures
<b>Iron Man 2</b> iOS - Gameloft 2010	<b>Lead Character Artist</b> Characters and Vehicles
<b>Fortress (canceled)</b> X360/PS3/PC - GRIN 2009	<b>Lead Character Artist</b> Team management, Characters and Creatures
<b>Terminator Salvation</b> X360/PS3/PC -GRIN 2009	<b>Lead Character Artist</b> Team management, Characters, Rigging, R&D, Tools for artists
<b>Bionic Commando</b> X360/PS3/PC - GRIN 2009	<b>Lead Character Artist</b> Team management, Characters, Rigging, R&D, Tools for artists
<b>Wanted: Weapons of fate</b> X360/PS3/PC -GRIN 2009	<b>Concept Character Creation</b> 3D Concept art
<b>Ghost Recon: Advanced Warfighter 2</b> PC -GRIN 2007	<b>Senior Artist, Characters</b> Characters, Rigging, Tools for artists
<b>Switch (canceled)</b> PSP -GRIN 2006	<b>Preproduction Artist</b> Characters, Environments and Creatures
<b>Ghost Recon: Advanced Warfighter</b> PC - GRIN 2006	<b>Artist</b> Environment Art, Technical art, Tools for artists

## LANGUAGES

English	Fluent in both speech and writing
Swedish	Native

## SOFTWARE SKILLS

3D Modelling	3D Studio Max, Modo, Maya, Sketchup
3D sculpting	Zbrush, Mudbox
2D Programs & Texturing	Photoshop, Quixel Tools
Game Engines	Unity, Unreal, Cryengine
Programming/Scripting Languages	C#, CG-shaders, Maxscript, MEL
Other	Premiere, FaceFX, FumeFX, Marvelous Designer

## REFERENCES

Available upon request.

For my portfolio and more in depth information, go to my webpage att [www.albihn.net](http://www.albihn.net)  
You can also contact me at Linkedin at <http://www.linkedin.com/pub/björn-albihn/13/372/243>