

RESUME

Name Björn Albihn

Adress Hägerstensvägen 111, 12649 Hägersten, Sweden

Phone +46702582599

Email bjorn@albihn.net

Portfolio www.albihn.net

Key Skills Tech Art, Programming, UI/UX, VR/AR development, Teaching

- UI/UX for games, apps and VR/AR experiences.
- Programming, technical art, scripting, automated setup for animation, optimization and workflow tools, shader programming.
- Quickly creating high and low polygon modeling, texturing, rigging and skinning.
- Team management and production planning.
- Teaching and education of both students and professionals.
- Wide experience and knowledge in many fields of game and app development on mobile, consoles and desktops.

EMPLOYMENT

Really Interactive

(January 2017-Present)

Cofounder and Developer

- Management.
- Environment, character, effects and vehicle art.
- Programming, tech art, shader programming.
- UI/UX, Game Design.

That Brain HB

(January 2011-Present)

Cofounder and Developer

- Management.
- Environment, character, effects and vehicle art.
- Programming, tech art, shader programming.
- UI/UX, Game Design.

Björn Albihn Produktion AB

(November 2010-Present)

Freelance Artist, Programmer, Teacher

- 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)

(November 2009-August 2010)

Lead Artist

- 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

(June 2005-August 2009)

Lead Character Artist

- 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.

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

EXPERIENCE

- Toran** **VR Developer**
Oculus/Vive - Really Interactive - 2018
Environment art, Programming, Shaders, UI, Game Design
- 20000 Leagues above the Clouds** **Indie Developer**
That Brain - TBA
Environment art, Programming, Shaders, UI, Game Design
- Angry Birds2** **Contractor – UI Programmer**
iOS/Android - Rovio - 2015
UI programming
- Vermintide: End Times** **Contractor – Character Art**
PC - Fatshark - 2015
Character art
- Mad Max** **Contractor – Character Art**
Xone/PS4/PC - Avalanche Studios - 2015
Character art
- Project Entropia** **Contractor – Concept Artist, Character/Technical Artist**
PC - Mindark 2012
Vehicles and Creatures concepts, Characters, rigging, R&D and technical art
- Gangstar Rio: City of Saints** **Contractor – Character Artist**
iOS/Android - Gameloft 2011
Character Art
- Futuregames** **Teacher and Mentor**
2011-Present
Courses in Environment and Character art and the Unity game engine.
Mentoring for artists specializing in character or environment art.
- N.O.V.A 2** **Lead Artist**
iOS/Android - Gameloft 2010
Characters and Creatures
- Iron Man 2** **Lead Character Artist**
iOS - Gameloft 2010
Characters and Vehicles
- Fortress (canceled)** **Lead Character Artist**
X360/PS3/PC - GRIN 2009
Team management, Characters and Creatures
- Terminator Salvation** **Lead Character Artist**
X360/PS3/PC -GRIN 2009
Team management, Characters, Rigging, R&D, Tools for artists
- Bionic Commando** **Lead Character Artist**
X360/PS3/PC - GRIN 2009
Team management, Characters, Rigging, R&D, Tools for artists
- Ghost Recon: Advanced Warfighter 2** **Senior Artist, Characters**
PC -GRIN 2007
Characters, Rigging, Tools for artists
- Ghost Recon: Advanced Warfighter** **Artist**
PC - GRIN 2006
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 at www.albihn.net
You can also contact me at LinkedIn at <http://www.linkedin.com/pub/björn-albihn/13/372/243>