

CV

Christoffer Ågren

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Sollentuna

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Portfolio: www.christofferagren.se

Skills

Advanced

- Autodesk Maya
- Autodesk Mudbox
- UDK
- Photoshop
- nDo2
- dDo

Intermediate

- 3DS MAX
- MeshLab
- Zbrush
- 3d Coat
- World Machine

Language

- Swedish native
- English spoken and written

Experience

Avalanche Studios (Junior Lighting Artist)

May 2014 – present

I was hired as a junior lighting artist at Avalanche studios in Stockholm.

www.avalanchestudios.se

Avalanche Studios (Lighting artist intern)

November 2013 – May 2014

Stockholm University (Tutor, Maya/UDK)

January 2011 – May 2012

My responsibilities was to hold lectures and tutor students in Autodesk Maya and UDK. I also created 3D assets for game projects, one of the games was shown on Gamex 2011 (The Swedish Game Expo).

Education

PlaygroundSquad

August 2012 – present

I am currently studying Game art at Playgroundsquad, I am beginning my

second year.

Project 1: Starbots

Project 2: Caverns of Kappulus

www.playgroundsquad.com

Stockholm University, Bachelor of Science (BS),

Computer Game Development

August 2008 – August 2013

I studied Computer Science with orientation Computer game Development. This gave me a understanding of 3D graphics, level design, and programming.

Projects

Caverns of Kappulus

April 2013 – May 2013

This was a game we made during our first year at PlaygroundSquad together with four other students. My role was environment artist and lightning artist. We competed with this game in the Swedish Game Awards 2013.

We know how to hippst – Demo for Birdie 2013

May 2013

I made a Volkswagen Van for the demo *We know how to hippst* made by the demo group mental. The Demo came in second place at Birdie 2013 in the combined demo category.

Starbots

November 2012 – December 2012

This was a game made by me and other 11 students from the School PlaygrounSquad during my first year there. My responsibility on this project was Art Direction.

Pie – Demo for Dreamhack Winter 2012

November 2012

I made the 3D meshes and assets for the demo group mental. The Demo won first price at Dreamhack Winter 2012 in the combined demo category.

Flatline - Global Game Jam 2013

January 2013

This was a game we made during the global game jam 2013 of a team of eight persons. Because we had a very tight deadline so I ended up doing everything from props, characters and environments.