

Ludvig Lindqvist

VFX Artist

SUMMARY I have a passion for games and digital graphics.

CONTACT Website www.ludden.se
E-mail ludde.lindqvist@gmail.com

SKILLS

- » Autodesk Maya
- » Realtime Particle VFX
- » Unreal Engine 4
- » CryEngine 3-5
- » Unity, C#
- » VR Development
- » Photoshop
- » Realtime VFX Shaders
- » Python & MEL
- » FumeFX
- » Modelling
- » Rigging & Animation

EDUCATION Blekinge Institute of Technology 2006 – 2008
School of Future Entertainment
Digital Graphics

EXPERIENCE

PlayFusion 02 / 2017 – Present
Senior VFX Artist
Lightseekers, Play Chaser

Crytek 03 / 2015 – 12 / 2016
VFX Artist
The Climb DLC: North (VR), Robinson: The Journey (VR)
Sky Harbor (VR)

Jagex 06 / 2014 – 01 / 2015
Senior VFX Artist
Transformers Universe

Jagex 11 / 2012 – 06 / 2014
VFX Artist
Transformers Universe

Eurocom Developments 01 / 2010 – 08 / 2011
VFX Artist
Goldeneye 007: Reloaded, Disney Universe, Rio: The Game,
Goldeneye 007

Forestlight Studio 05 / 2008 – 01 / 2010
Artist
VFX for advertisement and film

Starvault AB 01 / 2008 – 05 / 2008
VFX intern
Mortal Online