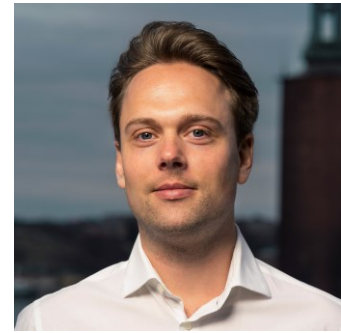


# LUDVIG LINDQVIST

VFX ARTIST



**SUMMARY** I have a passion for games and digital graphics and my creativity is driven by a curiosity to learn and grow. With my versatile skillset I enjoy problem solving and to face new challenges.

**CONTACT** Website [www.ludden.se](http://www.ludden.se)  
E-Mail [ludde.lindqvist@gmail.com](mailto:ludde.lindqvist@gmail.com)  
Telephone +491746154660

**LANGUAGES** Swedish Native  
English Fluent  
German Proficient (telc B2)

**SKILLS**

- › Realtime Particle VFX
- › Mobile Development
- › Unity
- › Unreal Engine 4
- › CryEngine 3-5
- › VR Development
- › Node Based Shaders
- › Houdini
- › Autodesk Maya
- › 3ds Max
- › Photoshop
- › C#, Python, HLSL
- › 3D Modelling
- › Particle Engine Development

**EXPERIENCE**

**Self Employed** 06 / 2020 – Present  
Founder and Developer

- › Der Die Das Companion

**Keen Games Productions** 01 / 2019 – Present  
Senior VFX Artist

- › Portal Knights

**Keen Flare** 01 / 2019 – 05 / 2019  
Senior VFX Artist

- › Monsters with Attitude

**Equalytics** 12 / 2017 – 6 / 2019  
Co-Founder & CTO

- › Gender Equality Data & Analytics

<b>PlayFusion</b>	02 / 2017 – 01 / 2019
Senior VFX Artist	
› Lightseekers RPG	
› Lightseekers TCG	
› Play Chaser	
› Warhammer: Age of Sigmar TCG	
<b>Crytek</b>	03 / 2015 – 12 / 2016
VFX Artist	
› The Climb DLC: North (VR)	
› Robinson: The Journey (VR)	
› Sky Harbor (VR)	
› Hunt: Showdown	
<b>Jagex</b>	06 / 2014 – 01 / 2015
Senior VFX Artist	
› Transformers Universe	
<b>Jagex</b>	11 / 2012 – 06 / 2014
VFX Artist	
› Transformers Universe	
<b>Eurocom Developments</b>	01 / 2010 – 08 / 2011
VFX Artist	
› Goldeneye 007: Reloaded	
› Disney Universe	
› Rio: The Game	
› Goldeneye 007	
<b>Forestlight Studio</b>	05 / 2008 – 01 / 2010
Artist	
› VFX and Modelling for Advertisement and Film	
<b>Starvault AB</b>	01 / 2008 – 05 / 2008
VFX Intern	
› Mortal Online	

## EDUCATION

<b>Stockholm University</b>	2011 - 2012
Department of Advertising and Public Relations	
› Graphic Project Management Program	
<b>Blekinge Institute of Technology</b>	2006 - 2008
School of Future Entertainment	
› Digital Graphics	
<b>Fryshuset Gymnasium</b>	2003 - 2006
Natural Science Program	
› Passion: Game Design	