

Christian Nordgren Resumé

Key skills

- Commitment to deadlines and ability to set realistic time frames
- Varied and adaptable 3d skills
- Making objects come to life
- Ambitious about realtime VFX
- A hungry mind for knowledge and learning

Jobs/Contracts

Crackshell AB - Game artist - 2014-present

Famous for the indie title Hammerwatch with over 800'000 sales. I am responsible for the more advanced/art heavy pixel art developed into Hammerwatch expansion and Serious Sam's Bogus Detour. I have made characters, environments, FX also mostly focusing on developing assets.

Rovio Entertainment Stockholm 2013-2014 (6months) - Art intern

Rovio is a entertainment media company and creator of the globally successful Angry Birds franchise. During my time at Rovio I have worked on several prototypes and having very diverse challenges such as 2D, 3D and shaders and programming in Unity.

Poppermost productions - 2013 3 months - Art intern

SNOW is a skiing/snowboard game made in Cryengine3. The game is a realistic skiing/snowboarding. My primary role was making environment assets and attain the same realistic quality as the whole environment. The game is currently available in Steam

Freelance work 2009-2015

Several art contracts from Ilist, theatre sesam and independent game developers and indie projects..

JGV ventilation vacation jobs 2009-2012 - Constructor

Worked in JGV ventilation as a constructor where I had the responsibility to make large air ducts that had to be formed, refined and ready to be shipped in order to meet deadlines. I also took care of several smaller tasks such as cleaning and gardening work.

Projects	Time	Workplace	Platform	Engine
Serious Sam's Bogus Detour	2014-2015 present	Crackshell	PC	Hammereditor 2
Hammerwatch & Expansion: Temple of the Sun	2014	Crackshell	PC,MAC,LINU X	Hammereditor
Angry birds 2	2013-2014	Rovio	IOS	Unity
Last Invader	2015	Indie	PC/Web	Unity
Selfie Slam	2013-2014	Rovio	IOS	Unity
SNOW	2013	Poppermost Productions	PC	Cryengine3
Caverns Of Kappulus	2013	Student	PC	UDK
Frozen Inferno	2013	Student	PC	UDK
Crystal Clash (24h jam)	2014	Indie	PC	Unity
Flatline (48h jam)	2013	Student	PC	TenGine

Certifications

Autodesk maya certified professional 2013

Polycount Recap May

Education

Vocational School Playgroundsquad - 2012

British studies Oxford - 2012 English language school

Fryshuset gymnasium - 2009-2012 Game development upper secondary school