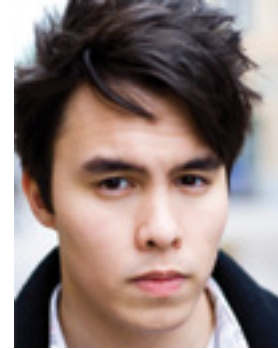


Christoffer Radsby

2010

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RESUMÉ

OBJECTIVE

I feel like I want to use all the experience I have gathered throughout the years, in the video game industry. I feel that with my knowledge as an interaction designer and my wide range of IT-related and 3d game-art skills I can be a hardworking and valuable asset for any company, big or small.

EDUCATION

2006-2009

University of Kalmar - Interaction Design

Swedish University, my third-year project ("Engagement in digital games: a study of immersion in first-person shooters") explores my interest in video game design and development by studying the concept of immersion in video games, and what the players themselves think immersion is and which game elements that affects the feeling of immersion.

2003-2006

John Bauer Gymnasiet - IT/Programming

Swedish high-school, three years of going through the basics of IT with emphasis on programming.

EXPERIENCE

2009

Alonova AB

Interaction designer/Project leader for a pilot-study and product development in it's concept stage of development.

Energihuset i Vimmerby AB

3d-modeler for the 3D-visualisation of Home Energy Solutions.

2010

3d-artist intern at Closed Mirror ltd

Creating 3d-models for an undisclosed game, the position is part-time, non-paid and offsite. Mainly worked with character, lasted a little more than a month before I got some paid freelance work.

Present

Teacher at John Bauer High-School

Teaching the class "Virtual environments" a beginners course of 3ds max

Portfolio/Freelancing

Currently working on my portfolio but also doing some freelance work on the side. Creating characters and props for a 3d-animated short movie.

INTEREST AND HOBBIES

I usually work on different 3D-projects Mods etc that include modelling and texturing. I also write reviews and articles of video games and video game design. I try to keep my showcase and blog updated with the latest news from my life.

ACHIEVEMENTS

University of Kalmar

My degree project was elected as one of the two candidates for the University of Kalmars participation of the Jusek BEST fellowship as best degree project and in applied systems science and informatics 2009.

LANGUAGE

Swedish - Native Language
English - Fluent

REFERENCES

Upon request

SKILLS AND KNOWLEDGE

Software knowledge

Adobe Flash - *Basic*
Adobe Photoshop - *Advanced*
Adobe Indesign - *Intermediate*
Adobe Illustrator - *Intermediate*
Macromedia Dreamweaver - *Basic*
Office Word - *Advanced*
Office Excel - *Basic*
Office Powerpoint - *Intermediate*
Maya 2010 - *Basic*
3D Studio Max - *Intermediate/Advanced*
Zbrush 3 - *Intermediate*
UVLayout V2 - *Basic/Intermediate*
Autocad - *Basic*
xNormal - *Intermediate*

Web development knowledge

HTML/XHTML - *Advanced*
CSS - *Advanced*
PHP - *Basic*
Java - *Basic*
SQL - *Basic*

Operating systems:

Microsoft 95/98/ME - *Advanced*
Microsoft XP - *Advanced*
Microsoft Vista - *Advanced*
Linux - *Basic*
MacOSX - *Basic*

Graphic design

Typography - *Intermediate*
Design - *Intermediate*
Design Interfaces - *Intermediate*

GAME-ART KNOWLEDGE

Most experienced with:

- Organic High & Low-poly Character/Creature creation using Zbrush & 3ds Max
- Texturing characters & creatures using Photoshop or Polypainting
- Working with High to Low-poly workflow and retopologization

Proficient in:

- Highpoly and Lowpoly Asset/Prop creation and texturing

Technical knowledge

Computer Hardware installation - *Advanced*
Computer Hardware troubleshooting - *Intermediate*
Network - *Intermediate*