

# RESUME

**Name Björn Albihn**

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Portfolio [www.albihn.net](http://www.albihn.net)

**Key Skills**

- Fast high and low polygon modeling, texturing, rigging and skinning with a focus on characters.
- Technical design and setup for animation, optimization and workflow tools with scripts (Maxscript/MEL).
- Team management and production planning for character artists.
- Excellent communications skills
- Wide experience and knowledge in many fields of art for games on several platforms.
- Highly flexible with work assignments through a dedication towards making the end product as good as possible.

## EMPLOYMENT

**Gameloft Lead Artist**

(November 2009-Present)

The world's largest developer and publisher of cellphone games, who also develops games for handheld devices as well as several other platforms.

**GRIN AB Lead Character Artist**

(June 2005-August 2009)

Independent game developer that created AAA games for clients such as Capcom, Ubisoft, Halcyon, Warner and Universal.

**Cliff Design AB 3D Artist (Internship)**

(February 2005- June 2005)

Design and Surface Design studio with focus on transportation design with clients as Volvo, BMW, Mercedes-Benz.

## EDUCATION

**Studium Göteborg Computer Graphics Design**

August 2003 - June 2005

General 3D education with internship included. Teaches 3D studio Max, Maya, Photoshop, Premiere and After Effects.

## EXPERIENCE

**Gameloft Projects in development Lead Artist**

Iphone/X360/PS3

Gameloft 2010

- Team Management for 5 artists.
- 3D Concept art, art preproduction, modeling and texturing for several Gameloft titles.
- Providing Feedback, mentoring and training for Gameloft teams worldwide.

**Iron Man 2 Lead Character Artist**

Iphone

Gameloft 2010

- Team Management for 4 artists.
- Modeled and textured several characters, vehicles and bosses.
- Provided feedback for other departments.

- Fortress (canceled)** **Lead Character Artist**  
X360/PS3/PC  
GRIN 2009
- Team Management for 3 artists.
  - Modeled, textured and rigged several characters and creatures.
  - Preproduction of a boss creature.
  - Modeled and textured several weapons
- The Cult (canceled)** **Lead Character Artist**  
X360/PS3/PC  
GRIN 2009
- Team Management for 10 artists.
  - Modeled, textured and rigged several characters.
- Terminator Salvation** **Lead Character Artist**  
X360/PS3/PC  
GRIN 2009
- Team Management and production planning for 9 artists.
  - Development of a "Character Evaluation and Approval Pipeline".
  - Rigged several heads for realtime and cutscene facial animation.
  - Created a scripted atlas texture system for 3D Studio Max.
  - Created Maxscripts for automated character rig optimization and automated facial rig conversion.
- Bionic Commando** **Lead Character Artist**  
X360/PS3/PC  
GRIN 2006-2009
- Team Management and production planning for 5 artists.
  - Modeled, textured and rigged several characters.
  - R&D and technical execution of a pipeline for cutscene facial animation in Maya and Motionbuilder with FaceFX-integration.
  - Rigged several heads for cutscene facial animation.
- Wanted: Weapons of fate** **Concept Character Creation**  
X360/PS3/PC  
GRIN 2006-2009
- Preproduction of the main character.
- Ghost Recon: Advanced Warfighter 2** **Senior Artist**  
PC  
GRIN 2007
- Modeling, texturing, skinning and rigging for all characters.
  - Technical setup of ingame character customization.
  - Created Maxscripts for content optimization and workflow enhancement.
- Switch (canceled)** **Preproduction Artist**  
PSP  
GRIN 2006
- Preproduction of characters and creatures.
  - Modeling and texturing of environments, props and creatures.
- Ghost Recon: Advanced Warfighter** **Artist**  
PC  
GRIN 2006
- Modeled, textured and rigged several props and buildings.
  - Created and implemented several scripted events such as building destructions.
  - Placed all nodes for AI navigation, cover and dynamic lighting.
  - Modeled, textured and implemented a 3D backdrop of Mexico City for helicopter/parachute scenes.
  - Created Maxscripts for content optimization and workflow enhancement.

## SOFTWARE SKILLS

3d Studio Max	Expert
Maxscript	Expert
Maya	Advanced
MEL	Average
Zbrush	Expert
Mudbox	Expert
Photoshop	Advanced
Sketchup	Average
Motionbuilder	Average
FaceFX	Average
Premiere	Beginner
After Effects	Beginner

## LANGUAGES

English	Fluent in both speech and writing
Swedish	Native
French	Basic
Chinese	Beginner

## REFERENCES

Available upon request.

For my portfolio and more in depth information, go to my webpage at [www.albihn.net](http://www.albihn.net)

You can also contact me at LinkedIn at <http://www.linkedin.com/pub/björn-albihn/13/372/243>