

Martin Dahlin – Technical Artist

Curriculum Vitae

Contact

Name: Martin Dahlin

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Personal

DoB/PoB: 29/01/1985, Mora, Sweden.

Interests: Programming, CG, Games, IT, Sci-Fi, Electronic music, Web design, Graphical design, Investing, Science, Films, Conspiracy theories.

Personality type: INTJ (The Architect - Myers-Briggs Type Indicator)

Personality traits: Technical-minded, Dutiful, Perseverant, Serious, Methodical, Dependable, Practical, Observant and Detail-oriented.

Work experience

2021- *Senior Technical Artist (Ubisoft). Unannounced title(s).*

2020-2021. *Technical Artist (Polygonflow). GraphN – Maya Context.*

2020-2020. *Experienced Technical Artist (Avalanche Studios). Contraband.*

2017-2020. *Technical Artist (King). Candy Crush Friends. Crash Bandicoot on the Run.*

2016-2016. *Technical Artist contractor (Autodesk). Maya and Maya LT 2018.*

2016-2017. *Junior Technical Artist (King). Blossom Blast, Candy Crush.*

2015-2016. *3D Artist (Star Stable). Star Stable Online.*

2014-2015. *3D Artist (Blackbeard). Mega Drift.*

2012-2013. *3D Artist (Polarbit). Tank Riders 2, Rail Racing, Cracking Sands.*

2010-2011. *3D Artist (Avalanche Studios). Renegade Ops™, Coldstrike Campaign.*

Programming experience

Python (Numpy, Pillow, Pyvips, OpenMaya, PyMEL, Maya.cmds, Qt), MEL, JavaScript (including ExtendScript, jQuery), VEX, C#, C++, Batch, Shell, HTML, CSS, JSON, XML. Basic understanding of databases and build systems (Jenkins).

Software experience

Autodesk products (Maya, 3ds Max, Mudbox), Adobe Creative Suite (Photoshop, Illustrator, InDesign, AfterEffects), SideFX Houdini, Unity, xNormal, Marmoset Toolbag, Quixel Suite, Operating Systems (Win/Mac), Terminal/Command line, Spine, PyCharm, Rider, Webstorm, Visual Studio, git and Sourcetree, Perforce, Tortoise SVN.

Education

2009-2011. *3D graphics, 2 yrs. Playground Squad vocational school, Falun.*

2009. *Introduction to level design. Uppsala University (Campus Gotland). 15 ECTS.*

2008. *3D modeling and zBrush. Uppsala University (Campus Gotland). 15 ECTS.*

2005-2008. *Web design programme. Mid Sweden University. Plus distance courses in graphical design and IT-security at other universities. 150 ECTS.*

2001-2004. *Science programme. S:t Mikaelsskolan high school, Mora.*

Languages

Swedish (native proficiency).

English (full professional proficiency).

References

Available upon request.