

# Anton Nordling

## Game Artist

Environment Art / Prop Art / Creatures / Characters / Animation / Rigging



## Recent Experience

### Game Projects:

FutureGames

- [FRAGMENT](#)
- [ArrowHood](#)
- [Super Mother Quackers](#)

At FutureGames I've worked on several games. I have mainly worked as an Environment Artist, Rigger and Animator. I worked very close with Designers to implement animations and to help with level design.

Uppsala University

- [Somnium](#)

I had the privilege to work with some amazing people on Somnium. I worked as a Technical Animator and Environment Artist. Somnium was awarded best 2:nd year project at GGC 2017.

- At the education I was responsible for multiple game presentations and jury presentations.
- Worked close with/and directing Mocap actors.

### Short About:

I'm a 25 y/o Game Artist living in Stockholm. (Originally from Örebro)  
I'm a passionate game maker and an even more passionate gamer.  
I have a lot of experience with animation and modeling, but what I'm most interested in is creating entire worlds. Hence the reason I'm a generalist. I'm willing to do whatever it takes to finish a game. I want to learn as much as I can about game development during my career.

## Education



### 3D Artist

FutureGames (2019 - Present) Stockholm

In-depth software understanding.  
Agile development experience.  
High focus on teamwork and 3D Pipelines.



### Game Design & Graphics

Uppsala University (2015 - 2017) Visby

Advanced Game Design  
Serious Game Design  
Motion Capture & Animation Skills  
2D-Graphics, 3D-Graphics  
Worked as animator and environment artist on **GGC** winning game Somnium.



### Informations- och Mediateknik (Spel)

Tullängsgymnasiet (2012 - 2015) Örebro

Programming in C#  
Photoshop Skills  
Introduction to 3D Modeling and Game Making  
Web Design

## Contact Info

- [Stockholm, Sweden](#)
- [anton.nordling@futuregames.nu](mailto:anton.nordling@futuregames.nu)
- [antonnordling.art](http://antonnordling.art) ←
- [Fluent in Swedish & English](#)

## Software Experience

Maya  
Zbrush  
Substance Painter  
Marmoset Toolbag  
Unreal Engine 4  
Unity  
Photoshop  
Motive (Mocap Software)  
Perforce

## Skills

Sculpting  
Texturing  
Animation  
Skinning  
Rigging  
Motion Capture  
Level Design  
SCRUM

B - Driving Licence