



VIKTOR PRAMBERG

TECHNICAL ARTIST

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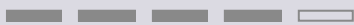
/viktorpramberg

SOFTWARES

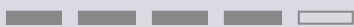
Unreal Engine 4



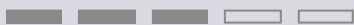
Autodesk Maya



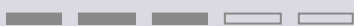
Substance Painter



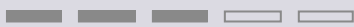
Houdini



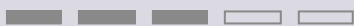
Blender



Substance Designer

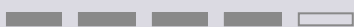


Unity



CODE

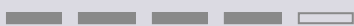
C++



HLSL



Python



C#



LANGUAGES

Swedish - Native

English - Fluent

EXPERIENCE

● Fall Damage | 2022 - Present

Technical Artist

"At Fall Damage I work on tools, shaders and optimizations."

● Sharkmob | 2019 - 2022

Junior Technical Artist

"I've worked on everything from tools, optimizations and bug fixes deep in engine code, to doing some VFX tasks such as the red gas, outlines and most fullscreen effects. I also took some of the lead responsibility, after the previous lead switched projects."

PROJECTS

● Vampire: The Masquerade - Bloodhunt

Sharkmob

"A battle royale game set in the Vampire: The Masquerade universe. I worked on a lot of different things, like tools, programming, optimization and VFX."

● Blob Swiper | 2019

Best Game winner at "Casual Games" Game Jam hosted by King

"A 48 hour game jam I did together with three other developers."

EDUCATION

● Technical Art at The Game Assembly | 2018 - 2020

Advanced Diploma in Higher Vocational Education in Technical Art

"I have been a part of making 4 games in a custom engine, doing VFX and shaders in HLSL, and scripting tools in C# and Python."

● Game Art at The Game Assembly | 2016 - 2018

Advanced Diploma in Higher Vocational Education in Game Art

"I have been a part of making 8 games, while also working 50% of the time on various assignments, with everything from concept art to 3D modeling, animation and rigging."

● Game Art at LBS Kristianstad | 2013 - 2016

Upper Secondary School | Aesthetic program specialized in Game Art

VOLUNTEERING

● Editor at Genius.com | 2018 - Present

Moderating lyric transcriptions & annotations

● Nordic Game Conference | 2017/2018/2019

Attending the cloakroom and assisting the media team

References available upon request.

Malmö | 5 June 2022