

Theodor Urhed | Character Artist

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Experience

2015 – 2017

Io-Interactive

Junior Character Artist Apr 2016 – Present

Character Artist Intern Aug 2015 – Apr 2016

Hitman – Season 2

Not yet released

Worked on several main characters. Created new base male & female bodies. Established new standardized pipeline for hair-creation. Set up Substance Painter Project for quick head texturing with generated skin detail.

Hitman – Season 1

Full release Jan. 2017

Worked on several main characters as well as various NPCs.

Education

2013 – 2016

The Game Assembly

Higher vocational education (Game Art), developed 8 games in different genres. Had classes in modeling, concept art, rigging and shading.

2014

Scott Eaton Portraiture & Facial Anatomy Online

Intensive six-week course designed to teach artists the critical foundations necessary to accurately depict the human face.

2010 – 2013

Ljud & Bildskolan

Upper secondary school. Game development program.

Skills

Advanced

Pixologic Zbrush • Autodesk Maya • Substance Painter • Adobe Photoshop

Intermediate

xNormal • Autodesk 3dsMax

Basic

Unreal Engine 4 • Unity • Marvelous Designer

Other

Volunteer

Worked as a volunteer at Nordic Game Conference 2014 & 2015.

Languages

Swedish

Native speaker

English

Fluent speaker

German

Basic understanding

References available upon request.