

Erik Larsson *Technical/Fx Artist*

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Objective

- To obtain an engaging technical/fx artist position at a company that is excited about what they are creating. I want to be able to put my technical and artistic skills to good use in a team of talented people and to make some great games

Summary

- **8 years of 2d/3d experience:** Modeling, Uving, Texturing, Lighting, Effects, Rigging, and Animating
- **12 years of programming experience:** Mel, Python, HLSL/Cg, C#, C++, Java, Objective-C, GML (Game Maker Language), Unreal script, and Visual Basic
- **Ability to create efficient tools and processes, and to teach other artists to use them effectively**
- **Very self motivated and work well in a team trying to get the most out of everyone**
- **Skills to come up with intelligent solutions to any challenges that arise during production**

Software

- Maya | XSI | 3d Studio Max | Mudbox | Zbrush
- Photoshop | FX Composer | Render Monkey
- UltraEdit | Visual Studio | XCode | Subversion | Perforce | DevTrack
- Platforms: X360, PS3, Wii, PSP, iPhone, PC

Experience

- **EA - Pandemic Studios | FX Artist**
From: 05/2008 – 11/2009
Titles: The Saboteur (X360 | PS3 | PC)
Duties: Create all effect, tools and shader development
Website: <http://www.pandemicstudios.com>
- **Backbone Entertainment | Technical Artist**
From: 03/2006 – 10/2007
Titles: Monster Lab (WII | DS), Sonic Rivals (PSP)
Duties: Art sub-lead, tools development, modeling, texturing, and lighting
Website: <http://www.backboneentertainment.com>
- **Liquid Development | Character/Environment Artist**
From: 02/2005 - 03/2006
Titles: Damnation, Jaws Unleashed, Karaoke Revolutions Party, Mojo Masters, Imperator
Duties: Modeling, texturing, and rigging
Website: <http://www.liquiddevelopment.com>
- **Freelance [X-src Corporation, Corona Leonis, Avaria Corporation]**
From: 06/2003 - 12/2004
Titles: Kohan II:Kings of War, Endless Ages, Dark Storm Online, Treasure Hunter
Duties: Game design, modeling, texturing, rigging, and animation
Website: <http://www.x-src.com>, <http://www.coronaleonis.com>, <http://www.endlessages.com>

Education

- **Nanaimo District Secondary School:** Graduated 2000, Nanaimo BC
- **Center for Digital Imaging and Sound:** 4 Months, 3d Character Animation, Burnaby BC