

# ERIK ÖHMAN

## VFX ARTIST



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### EDUCATION

- » **FutureGames** 2016-2018  
Changemaker Educations  
Studied all aspects of 3D graphics in a real-time render environment and focused on VFX for games.
- » **Computer Graphics** 2009-2012  
Luleå University of Technology  
Studied 3D Visual FX for pre-rendered graphics. Minor courses in Python and Real-Time rendering.
- » **Program of Technology - IT & Communication** 2006-2009  
Strömbäckaskolan, Piteå  
Among other things, I studied physics, digital design, web development, and programming.

### GAME PROJECTS

- » **Guns Guts & Glory** Q2 2017  
FutureGames  
Took the role as Art Lead for this project, made moodboards and kept up to speed with all the artists to make sure we communicated well.  
Created all the VFX for the game as well as many shaders and also modeled and textured 3D assets like weapons and clothing.
- » **Escape from Castle Galdor** Q1 2017  
FutureGames  
Was chosen to be Art Lead and coordinate the art team. Created all the VFX and shaders and made sure they worked well with the gameplay and VR performance limitations.
- » **Turbo Trout** Q3 2016  
FutureGames  
Made all the VFX for this game as well as coordinating the art in general. I collaborated closely with the scripters to make sure that the effects were dynamic with the gameplay.

### EXPERIENCE

- » **VFX Artist** Q4 2017 - Current  
EA DICE  
I work mainly with gameplay effects, but have also touched texture creation in Houdini and cinematic- & environment effects.
- » **3D Artist - Game Modification** 2015-2016  
Swedish Forces Pack for ArmA 3  
Made several complicated 3D models, for an unofficial mod project in ArmA 3, like tanks, weapons and equipment. I worked in a repository environment together with a team of other people.
- » **General 3D/VFX Artist** Q3-Q4 2014  
Crazy Pictures  
I created complete, complex scenes for two of Crazy Pictures short films in the 'Poesi för Fiskar' series. The work included advanced 3D modeling and effects such as explosions, smoke and destruction.
- » **3D Artist - Freelance** 2012-2014  
U-Form  
Visualized products and manuals in 3D to easier convey their use to customers. Worked on three different projects for this company.
- » **3D VFX/Compositing Artist** Q2 2012  
Magoo 3D Studios  
Worked on different commercials with clients such as BMW, Marabou and Samsung. The work included 3D modeling, liquid simulations, HDR image-stitching and post-processing techniques. I worked closely with Magoo's Lead Tech Artist.

### LANGUAGES

- » **SWEDISH**  
Native
- » **ENGLISH**  
Fluent

### SOFTWARE

