

Christian Yngvesson

3d/Character Artist

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Experienced 3d Artist and hobby Game Developer, specialized in creating 3d character/creature assets for video-games.

Experience

2012 - present

3d Artist, Full Control ApS

I model, texture and animate many of the characters that appears in our games. Aside from that I also help out on creating environment props, 2d-elements, play-testing, PR-material and various other minor tasks.

2011 - 2012

Artist Intern, Full Control ApS

As an intern I got to have my first taste of a real game development pipeline. I was in charge of the characters of Frontline Tactics, a small F2P game for iOS/PC. I also did minor work on Tactical Soldier, such as 2d art and game testing.

2010 and 2011

Volunteer, Nordic Game Convention

I assisted speakers during talks, directed visitors and reassured sure they had a pleasant experience at the convention.

Education

2009 - 2012

“Game Art Course”, The Game Assembly

2007 - 2009

“Sequential Art & Graphical Storytelling”, Gävle Högskola

2004 - 2007

“The Natural Science Programme”, Mullsjö Gymnasium

Skills

Autodesk 3ds Max
(advanced)

Autodesk Maya
(advanced)

Adobe Photoshop
(advanced)

CG Shaders
(Beginner)

ZBrush
(intermediate)

xNormal
(intermediate)

Unity
(intermediate)

FaceFX
(Beginner)

Language

Swedish
(native language)

English
(full professional proficiency)

Commercial Projects

[Space Hulk](#)
(PC/iOS, 2013)

[Frontline Tactics](#)
(PC/iOS, 2012)

[Jagged Alliance: Flashback](#)
(PC, TBA)

[Tactical Soldier](#)
(iOS, 2011)
