

# Ella Svahn

## Senior Technical Artist

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## Experience

### Senior Technical Artist

#### Shapefarm

📅 October 2018 – Ongoing    📍 Tokyo, Japan

- Senior Technical Artist for two unannounced titles.
- Responsible for the animation pipeline and animation setup in game engine (Unreal 4).
- Researched and developed an advanced modular character system.
- Environmental weather and water effects: post process, lighting, shaders and particles.

### Technical Art and Game Art Educator

#### The Game Assembly

📅 May 2017 – September 2018    📍 Malmö, Sweden

- Guide the student with art direction, industry knowledge and technical expertise during their portfolio creation.
- Responsible for the courses: 3D Introduction, Rigging and Animation, Game Engines, Shaders, Dynamics, Production Projects, Portfolio Creation and Individual Projects.
- Rewrote and updated courses for the current gaming industry.

### Technical Artist

#### Tarsier Studios

📅 August 2014 – December 2016    📍 Malmö, Sweden

- Technical Artist during pre- and main production of Little Nightmares (Bandai Namco). Released spring 2017.
- Responsible for the rigging and skinning of all main characters. Worked tightly together with character artist and animators.
- Animation pipeline with custom tools (Python & PyMel).
- Ikinema – a third party real-time full body IK solver – integration.
- Environmental effects, visual feedback from player interactions and shader effect: water shaders, intractable furniture and lots of meat.
- 20 weeks internship on the Hunger (Little Nightmares) prototype (August 2014 - December 2014).

### Co-Founder & Game Artist

#### Ludum Entertainment AB

📅 April 2011 – November 2012    📍 Lund, Sweden

- Artist during full production of the game Nom Nom In Appleland, which reached #11 on "Best Selling New Apps" in Sweden.
- Focused on 3D games for iOS and Android.

## Published Titles



### Little Nightmares (2017) Tarsier Studios

Published by Bandai Namco. Playstation 4, Xbox One and Steam. Tech Artist during pre- and main production.

**Nom Nom in Appleland (2012) Ludum Ent.**  
iOS & Android. Game artist, full production.

## Strengths

Direction    Production    Education

Animation Pipeline    Rigging & Skinning

Shaders & Particles    Python & PyMel

Autodesk Maya    Unreal Engine 4

## Languages

**English:** Full professional proficiency

**Swedish:** Native proficiency

## Education

Advanced Diploma in Higher Vocational Education – Technical Art

#### The Game Assembly

📅 September 2013 – December 2014

Cross disciplinary game creation.

Upper Secondary Diploma – Orientation Game Development

#### Ljud- och Bildskolan (LBS)

📅 September 2009 – Juni 2012

## Referees

References available upon request.