

Ella Svahn

Technical Artist & Game Art Educator

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Experience

Technical Art and Game Art Educator

The Game Assembly

May 2017 – Ongoing Malmö, Sweden

- Guide the student with art direction, industry knowledge and technical expertise during their portfolio creation.
- Support all disciplines in Unreal Engine 4 expertise.
- Rewrote and updated the 3D Introduction, Game Engine, Dynamics and Shader course for the current gaming industry.
- Engaged in the schools ambition for a more diverse mix of students.

Technical Artist

Tarsier Studios

January 2015 – 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, interactible furnitures and lots of meat.

Technical Artist Intern

Tarsier Studios

August 2014 – December 2014 Malmö, Sweden

- 20 weeks internship on the Hunger (Little Nightmares) prototype.
- Rigging and skinning.
- Animation pipeline and tools.

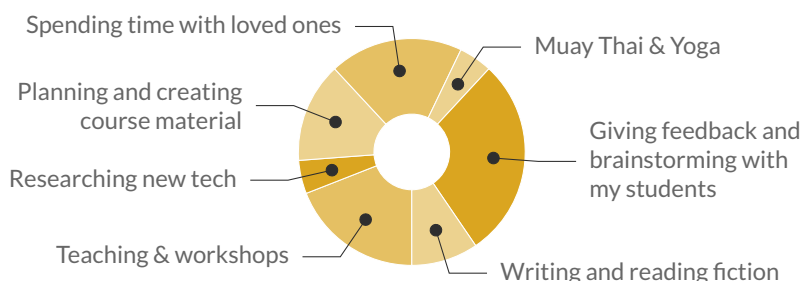
Co-Founder & Game Artist

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.

A Day of My Life



Life Philosophy

"Do everything before you're ready."

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

- Teaching
- Feedback & Directions
- Rigging & Skinning
- Animation Setup
- Python & PyMel
- Shaders & Particles
- Autodesk Maya
- Unreal Engine 4

Most Proud of

- My students**
It's an honor to teach, motivate and inspire my students to grow.
- Inspiring women in tech**
By engaging and speaking at relevant tech & game developers events.
- 2nd Best Game Development & Design School in the World**
Appointed by The Rookies 2017.

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.