

Anton Karlsson

Technical Artist - CV

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[LinkedIn](#)

EXPERIENCE

ASSO, Malmö - *Quality Assurance, Shipping, Assembly*

NOV 2020 - JUL 2021

Illusion Labs, Malmö - *Level Designer, Specific Project Employment*

APR 2019 - OCT 2019

SJ AB, Malmö - *Comfort Operator*

AUG 2017 - APR 2019

Brain+, Copenhagen - *Level Designer, Game Designer, Internship*

SEP 2016 - APR 2017

EDUCATION

The Game Assembly, Malmö - *Technical Artist*

SEP 2021 - APR 2023

The Game Assembly, Malmö - *Level Design*

SEP 2014 - APR 2017

PROFICIENCIES

Skill Set

Engines, Editors

Programming, Scripting

Modeling

Texturing

Web Development

Related Software / Languages

UE4, UE5, Unity 3D, Source, World Machine

C#, Python, PyMEL, HLSL, XML, LUA

Maya, Houdini (w/ Engine)

Substance Designer, Photoshop

HTML, CSS, JS

EXTRACURRICULAR ACTIVITIES

Nordic Game Conference - *Volunteer*

MAY 2015

MAY 2016