

FILIPPA ARVIDSSON

TECHNICAL ARTIST

INTRODUCTION

I am an ambitious, organized and creative person with a passion for programming, art and game development.

CONTACT



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SKILLS

- C++
- Maya
- Photoshop
- DirectX
- HLSL
- PyMEL

EDUCATION



• Digital Creation 1

2017

Elective gymnasial course on digital creation software such as Photoshop and Illustrator.



• Blekinge Institute of Technology

AUGUST 2018 - JUNE 2021

Currently studying the Technical Artist for Games Program