

Anton Lindgren

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VFX Artist

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Education

The Game Assembly

Technical Art (2018 - ongoing)

I am studying Technical Art at The Game Assembly. My main areas of interest are shaders and real time VFX. In this education my time has been divided equally between individual development in tech art subjects and in our four game development group projects where we used our own custom made Jazz Engine.

Linköping University

Bachelor's degree, Innovative Programming (2012 - 2015)

I got a lot of hands on programming experience during my time at Linköping University. I took a wide array of courses ranging from programming microcontrollers in Assembly and operative systems in C all the way up to games and websites using modern engines and frameworks.

Experience

Sigma IT Consulting

Full stack web developer (2015 - 2017)

I was working as a full stack web developer. In terms of technology I was writing C# code for the backend and for the front end I was leveraging various frameworks including Angular, Knockout and Sass.

Artistic Programming

Linköping (2014)

I held three introductory workshops for 7-9th graders. The students were to create art using a visual programming language. Together with my co-instructor I planned the sessions, wrote exercises, held introductions and demonstrations and coached the students.

Language

Swedish, First language.

English, Proficient

Relevant skills/ technologies

Proficient with

HLSL, RTVFX, Cascade, UE4 Material Editor, Unity, C#, python

Comfortable with

Maya, Blender, ZBrush, Photoshop, C++, GLSL, Unreal Engine, Git