



# JESPER BERGMAN

VFX Artist | +46766537737

## ○ DETAILS ○

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## ○ LINKS ○

[www.jesperbergman.se](http://www.jesperbergman.se)  
[LinkedIn](#)

## ○ SKILLS ○

Unreal Engine 4

Maya

Substance Designer

Photoshop

HLSL

Houdini

## ○ LANGUAGES ○

Swedish

English

## 👤 PROFILE

Aspiring Real Time VFX artist currently studying Technical Art at The Game Assembly.

## 🎓 EDUCATION

### The Game Assembly, Malmö

September 2018 – Present

**Degree: Higher Vocational Degree in Technical Art**

Studied Technical Art and specialized in real-time vfx. I learnt to do things such as write shaders, create particle systems, simulate destruction and smoke, rig and animate, and create tools for artists and level designers. Main task in group projects was to create effects and shaders for three ten-week long game projects.

### Uppsala University, Visby

August 2017 – June 2018

Studied one year on the Bachelor programme for Game Design. I was responsible for design and story in two ten-weeks long game projects. Left the programme to study at The Game Assembly.

### Sundsgymnasiet, Vellinge

August 2013 – June 2017

**Degree: Computer Science**

Focused on technical subjects like computer science, Web design, C# programming and Digital art.

### High School, Idaho, USA

August 2014 – June 2015

One year as exchange student.