



JESPER BERGMAN

VFX ARTIST ☎ 0766537737

◦ DETAILS ◦

0766537737

jb@bergmanmail.se

◦ SKILLS ◦

Unreal Engine 4

Maya

Substance Designer

Photoshop

HLSL

Houdini

◦ LANGUAGES ◦

Swedish

English

◦ LINKS ◦

[LinkedIn](#)

www.jesperbergman.se

👤 PROFILE

- Real Time VFX artist currently working on Bloodhunt at Sharkmob.

📁 EMPLOYMENT HISTORY

Junior VFX Artist at Sharkmob, Malmö

September 2019 — Present

Worked on Bloodhunt in a small team of 2 VFX artists. I have created all kinds of effects from falling leaves and rain, to magical powers. After one year I was the only VFX artist on the project. I became responsible for all VFX in the entire project. I took care of communication, planning, prioritizing, and creating VFX.

🎓 EDUCATION

Higher Vocational Degree in Technical Art, The Game Assembly, Malmö

September 2018 — September 2019

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.

Computer Science, Sundsgymnasiet, Vellinge

August 2013 — June 2017

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.