

PETER KARPPINEN

3D Generalist / VFX / Tech Artist

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Skills

- Programming, Scripting
(C++, C#, Python)
- 3D Modeling
- Texturing
- Lighting
- Shaders and Materials
(GLSL, HLSL, Node editors)
- VFX
- SFX
- Music Production
- Animation (basic)

Software

- Blender 3D
 - Photoshop
 - Substance Designer
 - Substance Painter
 - Unity 3D
 - Unreal 4
 - Ableton
 - Maya
 - xNormal
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Relevant Experience

Coilworks - 2014 - 2019 (3D Artist, VFX)

- Cloudbuilt (Through The Fog, Defiance DLC) (released, PC)
- Super Cloudbuilt (released, PC/XBOX/PS4)
- Riftbranded (announced/on hold)
- Sky Tracers (announced/on hold)

Personal Work (3D Artist, 2D, VFX, Music, Audio, Programming)

- Console Cowboy (Game Jam) (released)
- The Mortal (Game Jam) (released)
- "P4" (Personal Project) (in development)

Education

Hjo Konstskola (Art school) (folkhögskola) 2012 - 2014