

# Oskar Thölen

VFX Artist

## Relevant Experience

### Technical Art - Student

#### TGA Malmö

Aug 2022- Present

- at TGA I got a broader picture of the process of Game Development, from all disciplines, I have acquired skills in Shaders, rigging, procedural creation, and python.

### 3D Artist - Generalist

#### Hiberworld

Feb 2021 - Dec 2021

- Started as an Intern which led to short-term employment At Hiber I learned how to properly optimize assets for games - this is where I found the love for VFX

### Product Visualisation Student

#### Yrgo Göteborg

July 2019 - may 2021

- I learned everything one needs in order to visualize products in 3D - Yrgo taught us a broad range of software to accomplish this task such as. Blender, Maya, 3DS Max, Fusion, Photoshop, Nuke, Moi Substance Painter, Substance Designer and Unreal Engine

### 3D/Game Art Student

#### LBS Göteborg

July 2014 - Aug 2015

- Basics of 3D and game art
- Photoshop
- Student Ambassador

## Contact Info

- [Oskar.Tholen@gmail.com](mailto:Oskar.Tholen@gmail.com)
- +46 7230 91 60
- <https://www.oskartholen.com/>

## Skills

Unreal Engine



Unity



HLSL



Substance Designer



Substance Painter



Photoshop



Maya



Blender



Houdini



Perforce

