

# Oskar Thölen

## VFX Artist

### Relevant Experience

#### VFX Artist - Intern

Sep 2023 - Jan 2024

#### Avalanche Studios Group

I am currently undergoing my Internship at Avalanche Studios Group, Where I am learning what it means to be a part of a team in a AAA Studio. Getting to know their proprietary Engine and working on VFX for Contraband

#### Technical Art - Student

Aug 2022- Jan 2024

#### TGA Malmö

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

Feb 2021 - Dec 2021

#### Hiberworld

Started as an Intern which led to short-term employment At Hiber I learned how to properly optimize assets for Mobile/Web games - While I had a Generalist role It was here I found my love and interest for VFX.

#### Product Visualisation Student

#### Yrgo Göteborg

July 2019 - may 2021

Yrgo taught me a broad range of skills and software to accomplish quality Product Visualization, Such as. Blender, Maya,3DS Max, Fusion, Photoshop, Nuke, Moi Substance Painter,Substance Designer and Unreal Engine

#### 3D/Game Art Student

July 2014 - Aug 2015

#### LBS Göteborg

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

### Contact Info

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### Skills

- Unreal Engine
- Unity
- HLSL
- Visual Scripting
- Houdini
- Blender
- Maya
- Substance Designer
- Substance Painter
- Perforce
- Houdini
- Photoshop