

Peter Zippert

Environment Artist/Prop Artist

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Portfolio: www.zippert.se

EXPERIENCE

Balingsnässkolan, Huddinge — IT-Technician

January 2016 - PRESENT

Responsible for day to day operation, service and administration of All IT equipment, including Ipad, chromebooks, Pcs, Macbooks and smartboards.

Rigid Soft Studios, Stockholm — 3D Artist, Intern

January 2015 - August 2015

Internship as part of Future Games. Created Props and weaponry for the game Lifeless. Assisted in R&D for Optimization and improved pipeline for assets.

Ludosity Learning, Skövde — 3D Artist

November 2012 - February 2013

Created assets for the Educational prototype Cloud Islands.

Dreamcraft Entertainment, Skövde — 3D Artist/Part owner/Community Manager

October 2010 - March 2013

Responsible for the majority of all 3D assets for props and buildings, excluding texturing work.

EDUCATION

Future Games, Stockholm

September 2013 - August 2015

YH education broadly focused on 3D art and game development. Multiple projects in cooperation with the school's game designer courses.

IT/Programming John Bauer, Hässleholm

Software and hardware handling of PC equipment, basics in Linux. Programming classes in PHP and Java.

ART DRIVEN APPLICATIONS

Blender - Expert

Maya - Good

Photoshop - Very good

Substance Painter - Very good

Quixel Suite - Good

GAME ENGINES

Unity3D - Very good

Unreal 4 - Good

Creation engine - In progress

3D SLICERS

Simplify3D - Very Good

Cura - Very Good

LANGUAGES

Swedish - Native tongue

English - Fluent in text/speech

OTHER EDUCATION

Conscript, Halmstad LV6, Radiolink Operative

Basic 11 month military training in communication, combat, first aid and tactical teamwork..

PROJECTS

Skywind — *Skyrim modification porting Morrowind - Ongoing*

Part time 3D artist as a hobby. Creating art assets for use in the creation engine.