

VIKTOR SVENSSON

Senior Environment / Prop Artist

Work Experience

FLAME Hearts

(May 2025 - Present)

Environment / Prop Artist

- *Unannounced title*

Shapefarm

(April 2020 - May 2024)

Senior Environment / Prop Artist

- Orbitals (Nintendo Switch 2)
- Sword Art Online: Echoes of Aincrad (PS5 / Xbox / PC)

Square Enix

(April 2018 - Dec 2019)

Environment Artist / Outsourcing Mgmt.

- Final Fantasy 7: Remake (PS4 / PS5)

Frontier Developments

(May 2009 - June 2016)

Senior Environment / Prop Artist

- Elite Dangerous (PC / PS4 / Xbox1)
- Kinect Sports Rivals (Xbox one)
- Zoo Tycoon (Xbox 360 / Xbox one)
- Coaster Crazy (WiiU / iOS)
- Disneyland Adventures (Xbox 360)

Massive Entertainment

(Jan 2008 - Aug 2008)

Environment Artist

- World in Conflict: Soviet Assault (PC)

Skills at a Glance

Expert modeling, baking and texturing skills - ranging from Hard Surface to Organic work.

Experience managing outsourcing including giving feedback.

Experienced working and adapting to different art directions varying from realistic to stylized.

Strong understanding and proficiency in:

- Shaders, Materials and PBR
- Procedural workflows and Scripting
- Art Direction
- Optimization
- Game-Engines

Extensive knowledge of gaming titles, genres, and history.

Experience developing tools, workflows and best practices - as well as teaching them to new staff.

Experienced in several other disciplines such as animation, rigging, composition and lighting.

Software at a glance:

Maya, Blender, 3ds Max, Unreal Engine, Zbrush, Substance Designer/Painter, Photoshop, Gaea, Python, Houdini, UE Blueprints/PCG

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Education

Digital Graphics at SOFE–School of Future Entertainment (Karlshamn, Sweden)
2006–2008

Japanese at Yoshida Institute of Japanese Language (Tokyo, Japan)
2016-2018

Personal Profile:

Gender: Male

Nationality: Swedish

D.O.B: 19/01/1984

Senior Environment / Prop Artist and with over 15 years Experience credited on titles ranging from AAA-titles to mobile games such as:

- Final Fantasy 7: Remake (PS4 / PS5 / PC)
- Elite Dangerous (PC / Xbox one)
- Kinect Sports Rivals (Xbox one)
- Zoo Tycoon (Xbox 360 / Xbox one)
- Coaster Crazy (WiiU / iOS)
- Kinect Disneyland Adventures (Xbox 360)
- World in Conflict: Soviet Assault (PC)

Great interest and passion in playing and creating games, art and game-design.

Creative with the ability to adapt to any game art style.

Great communication skills and enjoys working in team-environments.

Languages:

- English
- Swedish
- Japanese