

Christian Hjerpe

Personal Information

Name: Christian Hjerpe

Date of Birth: 15 april 1982

Nationality: Swedish

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Portfolio: www.christianhjerpe.com

Ambitions

My goal is to continue develop my skills as a 3D artist and work at a company where I have a lot of creative input.

Key skills

- High poly modeling
- Low poly modeling
- UVW Mapping
- Creating shaders
- Lighting
- Texturing
- Animation
- Rigging
- MoCap
- Level and track design

Software

- Autodesk 3ds Max
- Autodesk Mudbox
- Autodesk Motionbuilder
- Unreal Editor (UDK)
- Unity
- Adobe Photoshop
- Adobe After Effects
- Worldmachine
- xNormal
- nDo2
- dDo
- Corel Paint Shop Pro
- Tortoise SVN
- Jira

Relevant Work Experience

Wemotion AB, Linköping, Sweden | Lead 3D Artist

- Responsible for everything in the graphics department in the process of making games.
- Creating all the assets for the levels. High poly to low poly, textures and shaders.
- Design of all the characters. Concept, modeling, texturing, rigging and animation.
- Cleaning up and editing MoCap data.
- Design of levels. Designed the environments and track layouts.
- Advertising material like instruction videos, DVD-cover, promotional posters etc.
- Graphics for Apps.
- Supervisor for internship and thesis works.
- Worked close with R&D in development of our in-house game engine and editor.

Medical Vision R & D AB, Stockholm, Sweden | 3D Artist

- Concept design of medical equipment
- 3D models of medical equipment
- Instructional posters etc.

PCG AB, Linköping, Sweden | 3D Artist

- 3D models and texturing for military real-time systems.
- 3D models and tracking of video material for TV-shows.
- Representing the company at different fairs and conferences.
- Customer support for 3ds Max

PanVision, Stockholm, Sweden | Beta tester

- Beta testing of PC-games

Miscellaneous

I was chosen along with two colleagues to represent Wemotion at GDC 2010, 2011 and 2012.

3D artist in the demo group called Dope. <http://www.pouet.net/groups.php?which=3951>.

Drivers license class B.

Education

Medborgarskolan – Classic Sculpting

Medborgarskolan – Oil painting

Medborgarskolan – Drawing

Folkuniversitetet – Photoshop

Discreet Training Center – Modeling in 3ds Max

Nackademin, Virtual Reality – Game art education

Languages

Swedish (native)
English (fluent spoken & written)
Spanish (basic knowledge)

Characteristics & interests

As a person I am very social, driven and a good team player. I am very passionate about games and game art. I also have a big interest in classic art techniques like sculpting, drawing and oil painting.

In my spare time I love watching movies and build up my movie collection.
To keep fit I train muay thai and work out at the gym.

References

References up on request.