

# FREDRIK STERTMAN

I am a highly experienced Senior Artist in the Games Industry with over 13 years of expertise. Throughout my career, I have contributed to both AAA and Indie titles, including renowned games such as Far Cry, Wolfenstein and DOOM but also smaller titles like Main Assembly, and the upcoming Distant Bloom.

My skillset encompasses a broad range of abilities, including Level Design, Environment Art, Prop Art, Character Art, Shaders, and Textures. This diverse skill set allows me to excel in various aspects of game development.











What sets me apart is my passion for games and my desire to be involved in the complete development process. I thrive on understanding the big picture while also delving into the intricate details that truly bring a story to life.

Beyond my professional pursuits, I enjoy spending quality time with my wife and dog. I love being outdoors, whether it's hiking in the woods, skiing down slopes, or simply immersing myself in nature. Additionally, I have a strong passion for playing games and enjoy creating unique cocktails.

Overall, my extensive experience, versatile skills, and passion make me a valuable asset to any game development team.




## PERSONAL

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## WORK EXPERIENCE

-  Mar 2022 - Present **Senior Artist**  
Ember Trail, Uppsala  


A part of a very small Art team, responsible for all kinds of art assets and design in the unreleased game Distant Bloom.

My role encompasses a wide range of responsibilities, including Level Design, Concept Art, Level Art, Environment Assets, Gameplay Assets, and Characters. As a member of this small team, I have had the opportunity to contribute to every aspect of the game's visual development.
-  Aug 2018 - Mar 2022 **Senior Artist**  
Bad Yolk Games, Uppsala  

At Bad Yolk i worked on the game Main Assembly in a team of two 3D-Artists. I had responsibilities in all aspects of the game. Main Character, Environments, Props, Puzzles etc.

I was also heavily involved in creating marketing material such as renders and trailers.
-  Feb 2012 - Aug 2018 **Senior Artist**  
Machinegames, Uppsala  

As a Senior Artist at Machinegames i worked on Level Design, Environment Assets, Level Art and Props. I worked on all the "modern" Wolfenstein titles The New Order, Old Blood, The New Colossus and The Young Blood but also helped out on games like DOOM and DOOM VR
-  Apr 2010 - Feb 2012 **3D Artist**  
Ubisoft Massive Entertainment, Malmö  

As a Junior and Intermediate Artist at Ubisoft Massive Entertainment, I had the opportunity to work on Far Cry 3 and the pre-production of The Division. My responsibilities included Character Art, Environment Art, and Weapons.
-  Jan 2010 - Apr 2010 **Artist Internship**  
Ubisoft Massive Entertainment, Malmö  

Internship working on the pre-production on the Division.



## EDUCATION AND QUALIFICATIONS



Aug 2008 - Jan 2010

**Digital Art**

School of Future Entertainment, Karlshamn

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## REFERENCES

References available on request.

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## SKILLS

Undreal Engine

Modo

Substance Painter

Substance Designer

Photoshop

zBrush

3D modeling

Texturing

Materials

Level Design

Level Art