

# CV - Sabina Byström

Portfolio: <https://tweaksqueak.artstation.com/>

🏠 Norrköping, Sweden  
✉ [sab\\_ina94@hotmail.com](mailto:sab_ina94@hotmail.com)

## EXPERIENCE

### Dimfrost Studios | 2021 - 2024

Animator / Character Artist

- Animation, rigging and character creation in UE5
- Outsourcing gameplay and cinematic animations for "Maximum Football".

Junior Animator

- Animation and rigging. Motion capture recording and cleanup. UE4 sequencer cinematics for "Bramble: The Mountain King".

### Hazelight | 2020

Artist Internship

- Character Art/Assets for "It Takes Two". (UE4)

### Star Vault AB | 2016 - 2017

Artist Internship

- Building modular house building system and interior props, LODs and optimizing for MMORPG "Mortal Online" (UE3)
- Character Art VR game "Kitten'd" (UE4)

## EDUCATION

### Futuregames | 2018 - 2020

Game Development, 3D Graphics  
Vocational Education.

### PlaygroundSquad | 2015 - 2017

Game Development, 3D Graphics  
Vocational Education.

### Lunnevads folkhögskola | 2010 - 2013

General Course, Arts and Craft  
College Degree with leaving certificate.



## MEDIA SOFTWARE

- Unreal Engine 3/4/5
- Blender
- Maya (+XGen)
- Xsens
- zBrush
- Photoshop
- Substance Painter
- Substance Designer
- Marvelous Designer

## COMPETENCIES

- Teamwork
- Scrum
- 3D Modeling/Sculpting
- Character Art, Props, Environment
- 2D Texturing/Concepting
- Photogrammetry
- PBR, Shaders (UE4/5)
- Rigging/Skinning/Animation
- UV-mapping
- Retopology
- Optimization

## LANGUAGES

**Swedish** - Native Language  
**English** - Fluent written and spoken