

# CV - Sabina Byström

Portfolio: [sabinabystrom.wixsite.com/portfolio](https://sabinabystrom.wixsite.com/portfolio)

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## EXPERIENCE

### Dimfrost Studios | 2021 - 2024

Animator / Character Artist

- *Character creation, rigging and animation (UE5).*

Junior Animator

- *Animation and rigging. Motion capture recording and cleanup. UE4 sequencer cinematics for "Bramle: The Mountain King".*
- *Outsourced Xsens animations for Maximum Games and FUNlabs*

### 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.*

### Lunnevals 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