



Fredrik Stertman
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Portfolio: www.fredrikstertman.com

Career goals

To work as a 3D artist at a studio where I can evolve, grow and be able to help the studio develop new mind-blowing titles. I want to be part of making the best games in the world.

Special skills

- High and low resolution modeling (props, vehicles, environments and characters)
- Sculpting
- Texturing
- Basic rigging, skinning and animation
- Working in both big and small teams

Software skills

Modo (main)	Maya	3DsMax	UDK
Zbrush (main)	Photoshop (main)	Mudbox	Tortoise svn
Uv Layout	XNormal (main)	Premiere	

Experience

- **10 Jan 2010 - Ongoing** - I'm working at Massive Entertainment, a Ubisoft studio.
Working on FarCry3 and another unannounced AAA title. Building characters, weapons, props, vehicles and environments all the way from a given concept to complete character or asset in engine.
- **2005 - 2009** - I spent time working on an independent game project (1944 D-day operation overlord, www.1944d-day.com Frantic Games)

Employments

- **May 2010 - present** - 3D artist at Massive Entertainment, a Ubisoft studio (Malmö)
- **Feb - Aug 2008** - Chauffeur, service professional, Poståkeriet City package delivery (Stockholm)
- **15 Jan – 10 Dec 2007** - Military service, Mp-Säk reconnaissance, 2skvadron, Livgardet, Kungsängen
- **Aug 2006 - Jan 2007** - Chauffeur, service professional, Poståkeriet City package delivery (Stockholm)

Education

- **2008 - 2010** - Digital art, School of Future Entertainment (SOFE – www.sofe.se), Sweden
- **2007** - Military police - Law studies during military service, Sweden
- **2003 - 06** - Upper secondary school, Computer Science, Rudbeckskolan, Sollentuna, Sweden

Language skills

English - fluent
Swedish - native