

PETER HAMLIN

TECHNICAL ARTIST



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EXPERIENCE

2015 - 2018

Freelancer

Photography, retouch, 3D-visualisation, and applications.

2011-03 - 2014-12

IKEA Communications, Älmhult - Retouch & 3D-artist

Retouching pictures for web and IKEA Catalogue. Creating Shaders for IKEAs material-library. 3D-Artis producing visualization for designers and product developers. Responsible for projects and deadlines.

2010-12-2011-02

Modellab, Malmö - Photographer

Photographing people in a studio.

2009-03-2010-10

Eurosko AS Norge, Moss - Assistant and retoucher.

Retouching pictures for the web, prints and billboards. Photographing product pictures and assist in photoshoots in studio and locations.

EDUCATION

2017-2018

The Game Assembly, Malmö Sweden-Technical Artist

One and a half year education that requires a fairly high level of knowledge of 3D graphics and game engines in advance.

2007-2009

Bilder Nordic School Of Photography - Oslo Norway

Two-year education with Photography and Retouch.

SKILLS / INTERESTS

Big interest for tools in Game Engine and procedural content such as Unity and Houdini. Regular using C#, json and xml and some python. Also been using software like Maya, 3DS Max, Adobe package, Substance Designer, Office package. working both on pc and mac. Used to company developed software and workflows. Good understanding of colorspace and image editing.

Unity Certified Developer

Swedish - Native

English - Full Professional Proficiency

Driver License