

# ELIN RUDÉN

## 3D ARTIST

[www.elinruden.com](http://www.elinruden.com)

### About

As an artist my main interest lies in creating 3D environment art for games. I have over 7 years of experience in the game industry.

My main area of expertise is creating stylized and handpainted art. I have an interest in both the visual and technical side of art creation and have good experience in optimization of assets. I also have experience in level art/design and mentoring junior artists.

### Skills

- 3D modeling
- Texturing
- Level art/design
- UV-mapping
- Stylized art creation
- Low poly modelling

### Software

- Photoshop
- Autodesk Maya
- 3D Studio Max
- ZBrush
- Substance Painter
- Unity 3D

### Languages

- Svenska (fluent)
- English (fluent)

### Relevant Experiences

#### SENIOR 3D ARTIST AT STAR STABLE ENTERTAINMENT AB

April 2019 – January 2022, Stockholm

Creating 3D art and designing/decorating levels for Star Stable Online, focusing mostly on environments and props and also mentoring junior Artists.

[Link](#)

#### 3D ARTIST AT STAR STABLE ENTERTAINMENT AB

October 2015 – April 2019, Stockholm

Creating 3D art and designing/decorating levels for Star Stable Online.

[Link](#)

#### 3D ARTIST AT BLACKBEARD GAMES

April 2014 – September 2015, Stockholm

Creating 3D art, some 2D art and designing levels in Unity for the 3D mobile game Mega Drift released on iOS.

[Link](#)

### Education

#### DEGREE OF BACHELOR OF SCIENCE IN MEDIA TECHNOLOGY, SPECIALIZATION: GAME GRAPHICS

Södertörns University, September 2011 – June 2014, Stockholm

[Link](#)

#### STUDY ABROAD SEMESTER – VARIOUS ART COURSES

California State University Fullerton, January 2022 – December 2024, CA, USA

[Link](#)