SIRI EKSTRAND

Senior 3D Artist

siriekstrand@gmail.com

6 years of experience in game development as a 3D Graphics Artist with focus on Environmental and Prop Art.

Recieved title of “The Machine” at previous workplace, attained by delivering tasks fast and efficiently without compromising on quality.

www.siriekstrand.com www.artstation.com/siriekstrand

WORK EXPERIENCE

3D ARTIST - The Station: A Thunderful Studio *2019 - 2025*

Taking assets through the whole development pipeline, from concept creation to implementation in engine. Helping set up graphical guidelines for new projects, as well as making sure new creations follow said direction. Collaborating with with the different developer teams, and setting up a more cooperative work process between the 2D and 3D team.

ISLANDERS: NEW SHORES - Modeling, concept art, UI *2024-2025*

Designed and modeled most buildings in the game, created vegetation assets, and assisted in establishing biome color schemes. Implemented assets in Unity and ensured visual consistency with project guidelines. Assisting Art Director with UI elements.

UNANNOUNCED PROJECT - Modeling, texturing, concept art *2024*

Contributed to pre-production exploration for a roguelite game, creating initial models and textures to define the visual direction.

HEADHUNTER - Modeling, texturing *2022-2023*

Created modular building kits, character props such as hats, and materials for levels, including trim sheets, ensuring consistency across all assets.

STEAMWORLD BUILD - Modeling, texturing, creating trim sheets and materials *2021-2023*

Responsible for modeling most of buildings and vegetation in game, as well as implementing them in engine. Also created all placable decorations. Developed trim sheets and materials collaboratively for a cohesive visual style. Recording and creating marketing materials.

STEAMWORLD BUILD: SEASONAL DLC - Modeling, texturing, creating trim sheets and materials *2023*

Modeling and texturing all placeable decor swaps for seasonal content, coupled with vegetation swaps. Recording marketing materials.

STEAMWORLD BUILD: MECHANIZED DLC - Modeling, texturing, creating trim sheets and materials, set dressing *2023*

Modeling additional building created for DLC, building upon alrady created material and textures from original game. Set dressing for new mine levels.

WAVETALE - Modeling, set dressing *2020-2021*

Set dressing levels to help guide the player, and modeling environmental and prop assets where needed. Optimizing previosly created assets for better performance.

UNANNOUNCED PROJECT - Modeling, texturing, creating trim sheets, set dressing *2019-2020*

Production for a historical city builder. Creating trim sheets and modular kits for residential buildings in game, in addition to unique textures and models for more unique buildings. Also set dressing plots of buildings, and implementing assets in engine.

EDUCATION

3D, ANIMATION & VISUAL EFFECTS - Vancouver Film School - Valedictorian - Diploma with Honors *2018-2019*

Learning the basics of the pipeline for 3D and VFX production, with selected focus on 3D modeling. Producing a short film to showcase skills, including modeling, texturing, lighting, rendering and compositing shots to mimic studio experience.

ANIMATION CONCEPT ART - Vancouver Film School - Valedictorian - Diploma with Honors *2015-2016*

Learning the fundamentals of 2D illustration for animation, advanced digital painting and how to communicate visually. Collaborative group projects to expand storytelling through concept art.

GAME GRAPHICS, 3D & AANIMATION - Törnströmska gymnasiet - Gymnasieutbildning, spetskompetens *2011-2014*

Learning how to turn ideas into finished products. Working with different processes with focus on 2D and 3D graphics, 3D animation and programming. Fundamentals in architectural visualization, game development and concept development.

ADDITIONAL EXPERIENCE

Various small illustrating commissions, housekeeper, cabin crew and museum receptionist. Part of På G group art exhibition at Karlskrona Konsthall (2017). Draft selected for The Rookies (2019). Portfolio reviews for students.

SOFTWARE

Maya
Substance Painter
Adobe Photoshop
Unity
Jira
Figma
Zbrush
Substance Designer
Adobe Premiere
SmartGit
NukeX
Slack

LANGUAGE

Native Swedish
Fluent English

REFERENCE

Upon request