

FILIP KULL

VFX ARTIST



EXPERIENCE

Lead Tech Artist:

- Skildra Storytelling Studios
- Created tools for the team to animate and design interactive experiences.
 - Worked alongside Art directors to produce stunning and recognizable art styles.
 - Organized fun activities to keep the teams spirits high.

Warehouse work:

- IKEA Warehouse Torsvik.
- Kept the spirit of the company in mind and incorporated play in our day to day procedures.

EDUCATION

Technical Art

- The Game Assembly Malmö
- Practical work making games, visual effects and visual node coding in various systems and programs.

Concept art & Illustrations

- Hjo folkhögskola
- Adapt training in illustration and animation fundamentals.
 - Second year leanded time to learn game programming and data managing systems.

Game Art

- LBS Gymnasium
- Practical work making games. Learning the fundamentals of digital art creating.

SKILL SET

Programs:

- Maya
- Substance Designer
- Unreal Engine
- Blender
- Photoshop
- Visual Studio

Code languages:

- C++
- Pyphon
- HLSL

◆ ENDEVOURS

Enrolled in FGGS

"Finish Great Games that Sell"
An online course about smart game design for production and marketing.

Designed Board game

Expansion on free-time
It is available on an official tabletop simulator mod.

Webcomic Artist & Writer

Since 2015.
Continously updated every week even during full-time employment.

◆ SOFT SKILLS

- Responsible
- Energetic
- Comfortable public speaker
- Pedagogic
- Accountable
- Diciplined

◆ CONTACT



filipkull.tech



www.linkedin.com/in/filip-kull-33b1a8141/