

Qrikko Lindström

3D Environment Artist



Personal Info

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Date of birth

1979-12-28

Artstation

<https://www.artstation.com/qrikko>

LinkedIn

<https://www.linkedin.com/in/qrikko/>

Twitter

<https://twitter.com/Qrikko>

Skills

Blender



Substance Painter



Gimp



Photoshop



Unity



Games Narration



Animation



Game Developer with over ten years of relevant professional experience ranging from art to programming. I thrive when I can use my extensive skillset which spans most game development tasks. When creating high quality visuals and animation for banners at Bannerboy, implementing the first 4G USB-devices at Birdstep, and fully creating the water (including graphics, gameplay functionality and dynamic interactivity) from engine to rendered image in Magicka 2, I have always loved learning, sought new challenges and consistently produced a high quality result.

Experience

2013-08 -

2014-09

Project-Based Technical Artist / Senior Programmer

Pieces Interactive

- Render programming
- Real-time freezing of water (including: ice shader, network synchronization, player conditions for walking on ice, behavior to walk on ice for AI-actors, physics for projectiles to bounce off ice into water and more)
- Game-pad compatibility programming
- Engine programming
- Tech-art, mainly writing shaders and designing solutions for art implementations
- Decal-system for ingame effects such as scorches, snow, liquids and other dynamic effects
- Ragdoll-system deciding how to apply relevant forces to ragdolls hit and/or killed by spells and weapons, and to other objects

A one year contract working on Magicka 2. I most enjoyed pushing my limits working with the dynamic freezing of water and the different parts being influenced by that, which after extensive research and lots of optimization became an important contribution to the game. My work also included general gameplay and ingame systems (such as writing physics filters); handling input from gamepad and keyboard, mouse; Status-changes; decals and more. I worked with the engine code creating features and exposing functionality to script language. I also did many of the technical artist tasks, from designing solutions for art requests to implementation in hlsl.

2014-09 -

2015-02

Sr. Creative Developer

Bannerboy

- Day to day creating high quality banner art, animation and programming
- Took initiative and created a much needed page for showcasing html5 banners
- Part of team creating workflow and libraries in javascript for working with html5-banners
- Instructing and supporting developers in transitioning to creating banners in html5

2011-01 -

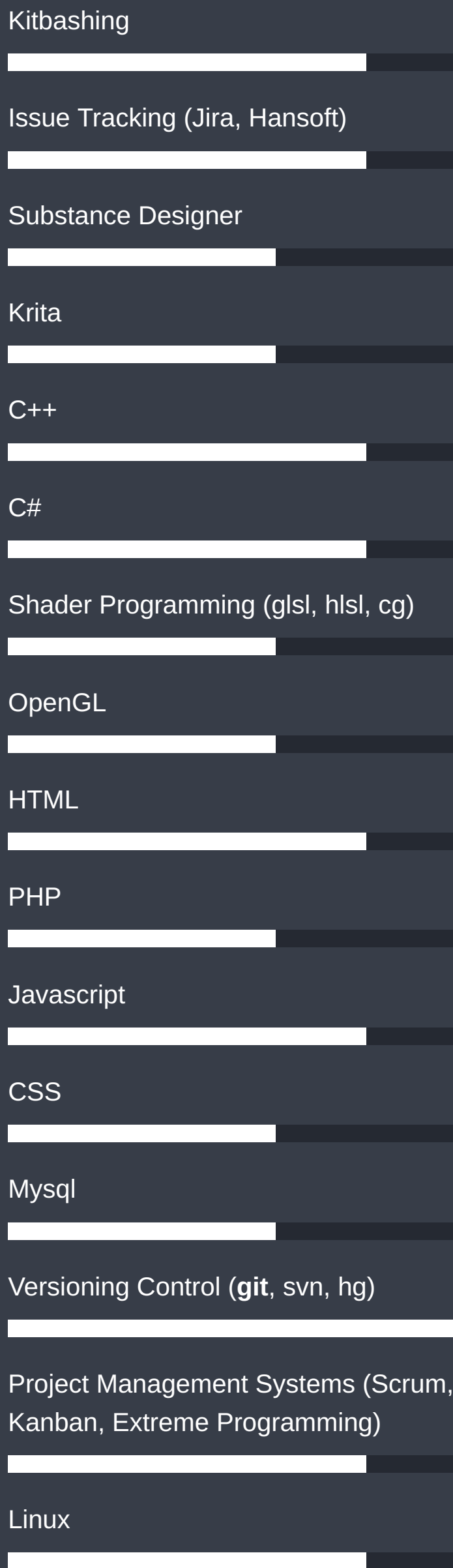
2012-09

Mac and iPhone Team Lead

Birdstep Technology

- Team lead for Mac development and compatibility of our product and customer projects
- Team lead for iPhone development
- Implemented LTE (4G) modem support
- Worked with NDIS network support, CDMA, in-house build system in ruby, different vendor APIs (Huawei, ZTE, Nokia, and more)
- Worked world-wide on projects for KPN (Holland), Best buy (USA), 3 UK / 3 Ireland, Telcel (Mexico), Elisa (Finland), Cell C (South Africa) and TDC (Denmark)

When I joined Birdstep they had a considerable code-base with no documentation. The previous Mac engineer quit about a week before I started, and interpreting and developing the code was a very interesting and difficult challenge. When hired, I had no experience with 3G-modems or AT-commands, but was successful in delivering my first customer project after about one month. I became team-lead of the Mac and iPhone development after about a year.



2015-04 - present

Administrative System Developer

Karolinska Institutet, Childhood Cancer Research Unit

- Planning and executing server migration (from physical to virtual environments)
- Coordination of multiple control groups' development wishes into manageable system designs
- Trusted to act as representative for IT-staff with authority to purchase IT-equipment and services
- System development, system support, user support

2005-07 - 2006-07

CEO, Founder, Producer, Programmer

Colossai Studios

- Created a per polygon collision detection
- Worked with game user interface
- Setting up the company board of directors
- Writing the company business plan
- Arranging and planning projects
- Routine CEO duties

After graduating with my B.Sc, a group of us graduates started Colossai Studios. Working as a CEO and cramming in as much game developing as I could was challenging!

2016 - 2017

Freelance Unity Developer

Mi Cornichon

- Create compositions and animations from graphical design
- All Unity development
- Gameplay and level realization
- Contributed to game design

2010-06 - 2010-08

Project-Based Consultant iPhone Developer

Monterosa

- Developed Dustin's iPhone app for the Swedish, Danish and Norwegian markets
- One week after release, the app ranked as number one in the App-store for free apps in Sweden for several weeks
- Implemented login procedures, account handling, shopping cart, product listing and search functionality

2009-09 - 2010-09

Freelance Game Developer

Airplay UK, Ltd.

- 2D core technology for rendering in OpenGL with sound and music in OpenAL
- Core, gameplay, sound and graphics
- Contributed to game design
- Created some graphics and sound

In addition to my full-time job, I worked from home developing a 2D game for mobile platforms called Super Yum Yum: Fruit Snatch, and made a soundboard for a British television-show called Bull's Eye.

Education

2002-08 - 2005-06

Högskolan i Skövde

B.Sc. Computer Science (Computer Games Development)
Entrepreneur Education – GSP Entro (2005 - 2006)

2008 - 2009

Luleå Tekniska Universitet

Advanced level courses in Computer Engineering