

PETER SKAGER



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ABOUT

I'm a passionate tech artist with a diverse background, spanning 10+ years in the industry over titles such as Cyberpunk, Assassins Creed, Fable, Eve Online and many more. I love the magic of how games are made and the fact that there's always a new problem to solve and concept to learn.

EDUCATION

Futuregames

3D art program 2018-2020

Södertörns Högskola

Game Design 2012-2014

SKILLS

Unreal engine

Blueprints

Shaders / HLSL

Niagara

Houdini / VEX

Python

C++/C#

WORK EXPERIENCE

Tech Artist

CCP games, 2023-

- Worn lots of hats owning several features in Unreal Engine and Houdini, including: weather, volumetric clouds, procedural assets, oceans and character pipelines
- Work has covered: Tool development, profiling, Niagara, Blueprints, C++, PCG, Geometry scripting and more

Tech Artist

Coconut Lizard (D3t), 2022 - 2023

- Primarily worked as an embedded member of the Playground Games team. Responsibilities included:
- Character art tooling in Houdini, extending our rendering capabilities working with core tech, vegetation scattering and foliage interaction, developing stand-alone tools through HAPI, pycharm and QT designer

Modeling Artist

Goodbye Kansas, 2020 - 2021

- Modeling, texturing and pipeline development for several AAA titles, working in Unreal Engine as well as offline (Houdini Vray)
- Titles included; Cyberpunk 2077, Suicide Squad, Assassin's Creed Valhalla, The Outer Worlds, Skull and Bones among others

Lead Unity Developer Exponential (2017-2018)

QA / Design Paradox (2014-2017)