

CV

# Karl Wrangback

## 3D Artist

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### Work Experience

#### Freelance/Contracting | Senior Artist 06/2021 - Present

- Create and maintain technical documentation
- Work with technical artists in the development and streamlining of tools and processes
- Create and ensure that assets created by the environment team conform to the style and technical guidelines
- Conducted interviews and assessed art tests
- Established new projects, file organisation, naming conventions, and workflows
- Worked collaboratively with other disciplines within a fast paced environment
- Lead and managed a small art team in the creation of a Virtual Reality training platform
- Gained experience in conflict management and resolution
- Help mentoring and guiding junior artists

#### Rockstar North | Environment Artist 01/2017 - 05/2021

Grand Theft Auto 6, Red Dead Redemption 2

- Building high quality environments and structures.
- Creating Modular set pieces to be used by the team
- Texture & Material creation
- Asset creation
- Set Dressing
- Communicating with art directors and designers to make sure every element works as desired for the final product.



#### Foundry 42 | Junior Environment Artist 06/2015 - 12/2016

Star Citizen, Squadron 42

- Creating environment & prop assets
- Textures and material creation
- Level art & composition
- Optimisation



#### Guerrilla Games | General Environment Art 10/2014 - 05/2015

Horizon - Zero Dawn (8 month Internship).

- Terrain building and dressing
- Creating architectural elements and buildings



### Education

#### FutureGames 2013 - 2015

Advanced Vocational Education

#### 3D Graphics Program

Full-time game development education with focus on game art.



### Software Knowledge

- 3D Studio Max
- ZBrush
- Photoshop
  
- CryEngine 3
- Unreal Engine 4
- RAGE Engine
  
- Substance Painter/Designer
- Houdini
- Marvelous Designer
- Agisoft PhotoScan

### Skills

- High-poly and low-poly modeling.
- Organic Sculpting.
- UV unwrapping and texture baking.
- Modular environment design.
- Strong eye for graphics and love of details.
- Lighting, composition and colour theory.
- Experience with photogrammetry.
- Experience developing for cross-platform.

### Language

**English**  
**Swedish**

Fluent  
Native speaker

### References

[Available upon request.]