ANNIE ÅBERG
3D ARTIST

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EXPERIENCE

SHORT CIRCUIT STUDIOS
3D ARTIST
JAN 2026- NOV 2026)

Short Circuit is a mobile game studio that, apart from developing, also publish and port games to mobile. My time here unfortunately was short and sweet because of company restructioning and they actually terminated the development part of the studio. Even though I wasn't there for a long time I got to release two games and work on multiple others already released, or where about to be released, and being only two artists I got to wear many hats.

MODOYO
SENIOR ENVIRONMENT ARTIST
MARCH 2023- DEC 2025)

I joined Modoyo in March 2023 as an Environment artist in a team that, at the time, consisted of three 3D artists. The game was a first-person, arena, Hero Shooter set in a vibrant environment. The game had already gone through a big change and during my time it went through two more, so there was a lot of work to be done.
Doing a shooter puts a lot of pressure on the art to be both good looking but also be complementary to the gameplay and not be misleading or disruptive. Everything hade to be tested thoroughly and be in line with level design and still feel believable and organic.

This was also my first PC/Unreal game and going from VR/Mobile was a huge transition. Even though the game was never released we did show it to the public and had multiple open playtests which was really fun and eye-opening.

The shooter market was really rough at the time and expectations from players were quite low, but in the end it turned out to be a pretty enjoyable game even though it didn't make it across the finishing line and I took away a lot of good experience from this project.

Throughout my time at Modoyo I took on more responsabilities and transitioned naturally into a senior title taking over some of the responsabilities for the environment art creation and development of the team.

RESOLUTION GAMES
3D ARTIST AND LINE MANAGER
(JAN 2019- MARCH 2023)

I started at Resolution Games as a 3D generalist intern during my studies at Futuregames. I joined the team working on the now released game Demeo. Demeo is tabletop fantasy RPG, which was initially mainly developed for PCVR and Meta Quest. Since it's release Demeo has been released for PSVR2 and on Steam as a flatscreen version and has also been made compatible with the Steam Deck.

Throughout the development of Demeo I had a generalist role where I worked on anything from Environments, Characters, UI, marketing material and setting up tools and pipelines with our programmers.

I stayed on this project throughout my time at Resolution Games. After the games main release we worked on four different DLC during a two year period, made a flatscreen version of the game and also worked towards releasing it on PSVR2.
My main focus was however always to create the environments, setting up materials, textures and meshes for batching, level art/level design and also working with the game logic to get a level from blockout to a fully playable state. About halfway through the development I got a more unofficial role as 3D Lead since I was the artist who had been on the project the longest and I had a good understanding for the project, it's structure and all the legacy stuff that a project tend to get after being in development for such a long time.

In September 2022 I also got the opportunity to take on the role as Line Manager. I managed twelve artist, both 3D and VFX and had monthly 1-on-1's, worked on their development, well-being in the work environment, onboarding and a lot of other personell responsabilities.

LOGTOWN STUDIOS
3D ARTIST
MARCH 2017- AUG 2017)

Logtown was an indie studio based in Stockholm developing their first VR titel Cloudborn for the Oculus Rift. I joined the studio first as an intern during my studies at Södertörns Högskola. The intership period was 10 weeks and after that was done I was offered to stay and continue working towards the pre-alpha release.

My main tasks were working on assets for the environment, mainly foliage and buildings. I was also responsible for setting up gameplay centric assets With scripts, physics and joints inside Unity.

I also got the opportunity to look into shader creation for the first time. I got to work closely with all the other departments, such as programming and design, which was a huge learning opportunity in live game development compared to the university environment.
This was also my first contact With VR and the Oculus Rift headset and it was a real fun challenge creating 3D assets for VR. Scale, level of detail, sense of space and the importance of frame rate are crucial for the VR experience and player comfort.

MUSEUM OF TECHNOLOGY
TEACHER IN MAYA AND UNITY
JAN 2017- JUNE 2017)

Teaching 3D modeling in the software Autodesk Maya to adolescents. The course contained lectures in:
- Introduction and navigation in Autodesk Maya
- Basic modeling
- UV-mapping
- Texturing
- Animation
- Introduction to the game engine Unity and a walkthrough of implementation of models, creating materials, applying textures and basic lighting.

EDUCATION

FUTUREGAMES
3D ART/GAME ART
SEP 2017- JUNE 2019)

Higher vocational education in 3D graphics for games. Close connection with industry professionals and a strong belief in learning-by-doing through projects and practical courses.

Evaluation through constant feedback during on-site lectures with leads and specialists from different deparments and studios.

SÖDERTÖRNS HÖGSKOLA
COMPUTER GAMES PROGRAMME: GAME GRAPHICS
SEP 2014- JUNE 2017)

Bachelor degree in 3D graphics for games with a focus on entrepreneurship, projects and research. During the course practical game projects were mixed with research and thesis work.

SOFTWARE SKILLS

- AUTODESK MAYA
- ZBRUSH
- BLENDER (BEGINNER)
- UNREAL ENGINE
- UNITY
- GODOT
- SUBSTANCE PAINTER
- SUBSTANCE DESIGNER
- MARMOSET TOOLBAG 4
- PHOTOSHOP
- PERFORCE/GIT/ARK
- JIRA/CONFLUENCE/FAVRO/MIRO



RESOLUTION GAMES
DEMEO
(2019-2023)
PS5 | PS VR2 | STEAM | META QUEST/RIFT | PICO | EPIC

Demeo is a cross-platform, dungeon crawler, cooperative RPG adventure for up to four players.

It's heavly influenced and inspried by the feeling of gathering around a tabletop with friends and playing a roleplaying adventure, such as Dungeons and Dragons. Demeo has a turnbased gameplay where actions are resolved by die throwing and playing your cards right. You choose between seven different classes and are handed class specific cards to get your team through three dungeon floors and a final world boss.

Team work, nostalgia, unforeseen (and foreseen) chain reactions and a bit of luck are things that define a round in Demeo.

Since its' release Demeo has been receiving numerous awards such as VR Game of the year (VR Awards), Game of the Year, Best PC VR Game and Best Co-op Multiplayer (Upload VR Awards 2021) and also Best Updated VR Game 2022 from Upload VR.
Demeo has also been reviewed in an article byIGN where they scored the game an eigth.



MODOYO
HEART ELECTRIC
(2023-2025)
[UNRELEASED]OPEN PLAYTESTS ON STEAM

Heart Electric is a fast-paced, tactical, team shooter where four teams try to outsmart and outplay each other in a battle for life sustaining Energy. You can win a round through multiple different strategies, using unique hero abilities, customizable weapons loadouts and the magnetic "Flux" power that allow you to navigate the environment. The "Flux" was one of the main features that was supposed to set this hero shooter apart from it's competitors since it allowed you to traverse the map in different ways, but also use magnetic objects in the environment to your advantage be it offensive or defensive.

The game was under development for four years and had multiple open playtest but were ultimately not released.

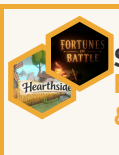


FUTUREGAMES
KNÅDSKOGEN
(2018)
AVAILABLE AT: https://knoddskogen.itch.io/knddskogen

Knåddskogen is a single-player, casual/exploration game set in a Swedish forest. You play as a kindergarten teacher who lost her entire class in the woods and needs to get them back.

The game won "Gamer's Choice" and "Best Execution in Art" at the Swedish Game Awards 2018 and has about 55000 downloads on itch.io. The game has also been played by a bunch of youtubers, some videos having as much as six million views. People apparently love those little kinders.

I worked on the unlit shader, this time using Amplify Shader. I also made the shaders for the foliage wind and water. Apart from that I worked on the environment, making props and set-dressing the forest.



SHORT CIRCUIT STUDIOS
FORTUNES OF BATTLE & HEARTHSIDE

During my time at Short Circuit I was involved in two game releases from first prototype to finished product.

We aimed to release multiple projects each year so every game had quite a short production window ranging between 4-14 weeks.

Working like this is both challenging and fun and I really enjoy putting my iemwhere it matters the most and stick to set timelines.

First game we released was Hearthside which is a cozy/casual merge three game set ina medieval setting.

Second game I was a part of was Fortunes of Battle which is a dice driven, dungeon crawling, roguelite with randomness and character progression/leveling as it's main focus. You unlock heroes and loadouts, traverse through a forest and cave and slay multiple enemies ranging from weak rats to deck bosses.

LOCATION
STOCKHOLM, SWEDEN
ON-SITE | HYBRID | REMOTE