

# MARTIN BLOMKVIST

TECH-ARTIST / GAME DESIGNER

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## Address

Almbackgatan 2c  
211 54 Malmö  
Tel: +46 72-191 81 13

[martinblomkvist.se](http://martinblomkvist.se)

*Tech-artist with a focus on Maya tool development and visual effects. Have been working on several released game projects for major platforms. Excellent knowledge about games. Education in CG and project management.*

## Skills

- Scripting
- Python
- Pymel
- Lua
- C#
- Game Design
- Level Design
- Unity3D
- UnrealEd
- Construct 2
- Maya
- Photoshop
- Illustrator
- Premiere

## Experience

### Massive Entertainment

Game Designer

Game design, concept development

#### Game projects

- Tom Clancy's: The division (PC, PS4, XBOX ONE) - Game design, Quality assurance

### Southend Interactive

Senior Game designer

Game design, Level design, Story and dialogue, Scripting, Documentation, Source of ideas, Language Translation, Quality assurance, Misc.

#### Game projects

- Commanders: Attack of the Genos (XBLA, PC) - Level design, QA
- Lode Runner (XBLA) - QA
- R-Type (XBLA) - QA
- Aqua driller (Mobile) - QA
- Xtract (X1) - Level design
- Experiment 13 (X1, Xperia Play) - Game design, Level design
- Electopia (Toshiba TG01) - Game design, Level design
- ilomilo XBLA (XBLA) - Game design, Level design
- ilomilo WP7 (WP7) - Game design, Level design
- Sacred Citadel (PC, PS3, XBLA) - Game design, Level design

## ***Education***

### **The Game Assembly**

Student - Technical Artist

General tech-art knowledge

#### **Game projects**

- Galaxia - TA, Particles
- Claiming Ymir - TA, Particles
- Cell - TA, Particles

#### **Game Maker**

*Student - Group-management/3D-artist*

General CG-knowledge, Leadership Training

#### **Game projects**

- Zombie Striker - Game Design, 3D-Modeling
- Secret Of Time - 3D-Modelling

## ***Other merits***

### **Brighton English language course**

Learned English in Brighton

English language, English culture

### **Military Service**

Military training

Soldier training, Medic training, Leadership training

## ***Languages***

- Swedish (Fluent)
- English (Professional proficiency)

## ***Interests***

- Computer and Video games
- Game development
- Music
- Drawing
- Movies
- Traveling