

# SAMPO RASK

## CURRICULUM VITAE

[samporask@gmail.com](mailto:samporask@gmail.com)

### WORK EXPERIENCE

**REMEDY ENTERTAINMENT** Feb 2016 – present  
Character Artist

**MOUNTAIN SHEEP** May 2013 – Feb 2016  
3D Game Artist

Art for games such as **Hardland** (PC), Bike Baron (iOS) and KingHunt (iOS)  
High-poly, low-poly, texturing, rigging, animating, look dev, pipeline dev

**PRESENTOR** Feb 2010 – May 2013  
Animation Producer

Creating complete 3D animations introducing companies, services and products.

### SKILLS & SOFTWARE

ZBrush	Blender	Unity
Maya	Substance Painter	xNormal
3ds Max	Photoshop	Marvelous Designer

### AWARDS

Gameartisans.org Comicon Challenge 2015 Featured  
3DTotal Excellence Award – January 2015  
3DTotal Excellence Award – April 2014

### OTHER

Anatomy for 3D Artists book contributor	3DTotal Publishing, December 2015
Digital Art in Finland Exhibition	Helsinki Lasipalatsi Square, May 2015
Modern 3D Game Art Workflow Seminar	Assembly Summer ArtTECH seminar, 2015

### EDUCATION

Metropolia UAS - 3D Visualization and Animation	2012 – 2015
Finnish Matriculation Examination	Completed 2011