

SAMPO RASK

CURRICULUM VITAE

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