

FILIP KULL

VFX ARTIST

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SUMMARY

Diligent VFX Artist with 2 year of experience in the game industry producing stylized visuals and bring concepts to life. Keen interest in: Optimization, Readability, and taking every disciplines concerns into account.

EXPERIENCE

Lead Tech Artist: SKILDRA: Storytelling Studios

2022 March - 2023 March

- Communication with Art Director to establish compelling visual designs.
- Developed tools and pipelines to streamline art asset and animation production.

VXF Artist: IGT Interactive (Internship)

2024 September - 2025 January

- Established VFX Pipeline for both Unity and the in house Engine.

EDUCATION

Technical Art: The Game Assembly, Malmö

2024 May - 2025 January

- Practical work making games & visual effects

Concept art & Illustration: Hjo folkhögskola

2016 May - 2018 January

- Learn to give and receive constructive feedback.

SKILL SET

Programs:

- Maya
- Substance Designer
- Blender
- Photoshop
- Unreal Engine
- Unity

Code in:

- C++
- HLSL
- Python

◆ ENDEAVOURS

Enrolled in FGGS

"Finish Games that Sell"

An online course about smart game design for production and marketing.

Designed Board Game

"Fanmade Expansion for BULLET by level99 games"

Its professional design and illustrations are on par with the original.

Webcomic Artist &

Writing "Since 2015",

Continuously updated every week even during full-time employment.

◆ SOFT SKILLS

- Energy Management
- Deep listener
- Pedagogic
- Strict and Disciplined