

## Personal Data

Name: Peter Stråhle  
Nationality: Sweden  
Age: 28  
Civil Status: Spouse  
Born: Stockholm  
Children: None  
Languages: Swedish, English



## Education

**University of Gotland (August 2003 – May 2006)** – Bachelor in Game Design and Graphics  
**Mobilagymnasiet [High School] (September 1998 – June 2001)** - IT-Media Program  
**Thomasgymnasiet [High School] (September 1997 – June 1998)** - Natural Science Program

## Experience

### **A Different Game, Stockholm (January 2010 – July 2010)** – Lead Artist

Create 2D and 3D art for the Nintendo DSi proved to be an entirely different experience than the next-gen consoles that I'm used to work on. Loved working with the limitations but did not like the work flow that the Nintendo in-house software provided, so I created some tools to help us with that.

- Create art using NITRO Character (Nintendo's software for 2D art).
- Create low poly 3D art.
- Manage Trainees.
- Create tools in python.

Ghostwire: Link to the Paranormal – [DSi]

### **GRIN, Stockholm (October 2008 – July 2009)** – Technical Artist

As a Technical Artist I become the bridge between Artists and Game play Programmers. Dealing with all the stuff that require some more technical knowledge then regular art creation. As helping artists overcome annoying workflow issues in 3d applications and 3d engines. And I still did art for every title.

- Help artists to set up units and help them with their work flow.
- Create and set up dynamic units, create rigs for animators and skin them.
- Look over the pipeline and see what can be optimized regarding time and work flow.
- Create tools in maxscript and python.
- Optimize units and levels, regarding textures, triangle count and real time rendering.

Lead and Gold: Gangs of the Wild West - [PC, PSN, XBLA]

Wanted: Weapons of Fate [PC, PS3, 360]

Terminator: Salvation [PC, PS3, 360]

Terminator: Salvation PhysX Patch - [PC]

### **GRIN, Stockholm (September 2006 – September 2008)** - 3D Artist

I've modeled and textured everything from architecture to vegetation, indoor and outdoor scenery. When working with the game Advanced Warfighter I created architecture and outdoor scenery. For Bionic Commando: Rearmed I created environment, interface and characters. On Wanted I created lots of indoor props most of them dynamic and destructable.

- Experienced in creating everything from architecture, vegetation to characters.
- Enjoys creating dynamic and destructible units.
- Are very self driven in that sense that I know both the technical and art pipeline well.

Bionic Commando: Rearmed - [PC, PSN, XBLA]

Bionic Commando - [PC, PS3, 360]

Tom Clancy's: Ghost Recon Advanced Warfighter 2 - [PC]

## Software

- 3Ds Max
- Zbrush
- Mudbox
- Photomodeler
- Motionbuilder
- EvaRT
- Photoshop
- After Effects
- Premiere
- In Design
- Flash
- Illustrator
- Dreamweaver
- NITRO Character

## Programming

Maxscript  
Python / wxWidgets

## Various

### School Game Project (0505-0508) - 3D

Models, Textures, Level Design

I created a large amount of models, maps and textures for the project.

### Motion Capture Studio - Configuring, Cleaning Data, Exporting

I've taken courses in how to work in a motion capture studio. After recording and cleaning the data in EvaRT, we exported it to Motion Builder.

### Lecturer at Gotland University – Art Foundations

I lecture at Gotland University about art creation in group projects.

## Awards

Alumni of the year, 2009  
University of Gotland  
<http://game.hgo.se/>

## Interests

- Scripting
- Canoying
- Sculpting
- Literature
- Games

## Reference

Fatshark, Artist: Arvid Nilsson  
Phone: +46(0)702875925  
*Former GRIN, Lead Artist*

Whiteout, Studio Director/Manager: Joel Fagerlund  
Phone: +46(0)704034241  
*Former GRIN, Producer*

## Portfolio

<http://www.peterstrahle.com>

## Recommendations

"Peter is passionate about his work and is always interested to learn new things. He's a very good artist who has grown much since moving over to technical art, making him more versatile and a great addition to either of the teams or a specialized project group. Peter has a very open personality and is very easy to work with."

- **Erik Lindqvist**, *Lead Technical Artist, Grin*

"Even though I only worked for a short time with Peter he proved himself as an excellent Technical Artist, always taking initiative and being proactive and professional, and staying positive even when the waters were rough. He also managed a Scrum group successfully while still maintaining his role as the "spider in the web", as the technical artist are, flawlessly. I consider myself lucky to have had him on my team and would gladly recommend him to anyone looking for a great technical artist with great people and leadership skills as a bonus."

- **Joel Fagerlund**, *Producer, Grin*

"I have managed Peter both when he was a 3D artist and when he was a technical artist, and he is a breeze to work with: Easy to communicate with, driven, responsibility-taking and reliable. He combines an artistic strength and a technical knowhow, so he always has a creative solution to technically demanding visual design elements. With his skillset he is simply ideal for the TA role."

- **Simon Viklund**, *Creative Director, Grin*