

ELIA ANAGRIUS STAMPES

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 LinkedIn  ARTSTATION  Vimeo



GAME PROJECTS

ALTIIA AND THE TRIAL ISLANDS

I took the role as technical artist in this project responsible for VFX, shaders and lighting. It was also on me to make sure it ran properly, so alot of cleanup and profiling went into this game. I also made sure the lighting would bake correctly across all our levels.

GHOST BOXERS

For the first project at Futuregames we were tasked with creating a physics based party game. Effects had to be punchy, fast and instantly gratifying. Aswell as VFX, I worked out the lighting and also made some environment art.

HEADING HOME

I took the role as technical artist in this project which entailed VFX, shaders, optimization and lighting. My focus was on working with the gameplay programmers to make sure the effects would feel as tight as possible.

TRAVELER

Done at Skövde Uni, Before I knew VFX was it for me I made environments and helped set the art style for this game. The game is still in development, check it out here: <https://travelerthegame.com/>

EDUCATION

FUTUREGAMES

2017-

Studied all aspects of 3D graphics from 3D-modelling to rigging but specialized in Visual Effects.

SKÖVDE UNIVERSITY

2015-2017

Studied 3D graphics, especially environment art. My journey in game development began here

BLACKEBERGS GYMNASIUM

2010-2013

Upper secondary school. I studied Natural Sciences

SOFTWARE



SideFX Houdini



Substance Painter



Unreal Engine 4



Photoshop

UNREAL
ENGINE



Unity



Autodesk Maya

OTHER EXPERIENCE

Tele2 - Sales & Customer Service agent

2014-2015

Coop Forum - Salesman

2013-2014

Posten AB - Mailman

2012-2013

References are provided upon request