

Martin Allers

Malmö - 18 June 2026
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CV

EMPLOYMENT

May 2021 – May 2026	Sharkmob, Technical Artist	Tools, utility, pipeline development and research
Jan 2019 – July 2020	IO Interactive, Technical Animator	Tool scripting for artist/animator pipeline
Sep 2018 – Jan 2019	IO Interactive, Technical Animator Intern	Tool scripting for artist/animator pipeline

SKILLS

Very well	Tool scripting in Maya using Python Tool scripting in 3DSMax using Python Working with PyCharm Creating User Interfaces using Python and QT
Great	Tool scripting in MotionBuilder using Python
Basic	Unreal Engine (able to navigate the program without difficulty) Houdini (able to navigate the program without difficulty) Creating Tools and utilities using C++

EDUCATION

2017-2019	The Game Assembly <i>thegameassembly.com/</i>	Advanced Diploma in Higher Vocational Education in Technical Art
2012-2015	Blekinge Institute of Technology <i>bth.se</i>	Bachelor of Computer Science in Digital Game Development as a Technical Artist
2006-2009	Gymnasieskolan Vipan <i>Upper Secondary School</i>	Technical program

EXPERIENCE

2012-2017	Senior Forum Moderator at joindota.com	<i>Volunteer</i> <i>Assisted in establishing and maintaining excellent relationships with community members.</i> <i>Collaborated with management to improve overall website design.</i>
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LANGUAGE

Swedish	Native language
English	Full professional proficiency

References available upon request.