



Eileen Rüegg

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Contact

Address in Switzerland:
Eileen Rüegg
Hubhofgasse 16
8590 Romanshorn
Switzerland

Address in Sweden:
Eileen Rüegg
Fyrisvallsgatan 12a
75220 Uppsala
Sweden

eileen.rueegg@gmail.com
+46 76 021 61 85

<https://eileen.games/>
<https://www.artstation.com/sky-vaaheri>

Languages

German (Native)
English (C1)



References

Frederik Sjölund
Senior Character Artist
sir_manfred@hotmail.com

Douglas Furén
Game Designer
douglas.furen@gmail.com

Hobbies

Drawing
3D Modelling
Tattooing
Photography

 /skyvaaheri
 /eileen-ruegg

About me

Hi, my name is Eileen and I am a 3D Artist with experience in game development and content creation. I have completed a Game Art Diploma and a Bachelor's degree in Game Design from Zurich.

Over the past couple of years I have enjoyed tackling a wide variety of challenges and have been developing my skills in multiple aspects of Game Art. My focus areas are props, environments and characters in both 2D and 3D. I also like expanding and integrating my Game Design skills into my work, such as character, level, animation, narrative and UI design.

I have a passion for creating immersive worlds that allow people to escape and experience new stories.

I'm currently looking for a position as a General 3D artist, Character Artist or Environmental Artist.

Education & Work experience

2022-2023	3D Artist
Aug-April	Plucky Bytes
2022-2022	3D Artist Internship
Jan-Aug	Plucky Bytes
2020-2022	Game Art Diploma
	Forsbergs, Stockholm
2017-2020	Game Design Bachelor
	Zurich University of the Arts
2015-2017	Preparatory design course
	School for art and Design Zurich
2012-2015	Highschool Switzerland

Skills

Game Engine

- Unity
- Unreal Engine 4/5
- Godot

2D

- Photoshop
- Illustrator
- Indesign
- ProCreate
- Premiere Pro
- After Effects

Sound

- Reaper
- Audacity

3D

- Blender
- Maya
- Cinema 4d
- Zbrush
- Substance Painter
- Substance Designer

Source Control

- Github