Thomas Wahlberg

Master of Science in Technology • Game artist, web services developer

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Experience

Research scientist
University of Oulu, OUSPG
3/2013 - Present

I completed a Google Chrome extension (called Kepler) for displaying detailed information about all the web requests that take place when browsing the web. This lead to an IEEE published article that I presented at Luxembourg at ICST2013/SECTEST2013. Afterwards I focused on visualizing different kinds of network traffic with 2D/3D using the browser using JS and D3.js. I'm also responsible for leading a small team in an automotive security project.

Key achievements:
- Kepler – Raising browser security awareness (IEEE/SECTEST2013 published article)

Research assistant
University of Oulu, OUSPG
4/2012 – 3/2013

I started and finished my Master's thesis "Analyzing network traffic patterns in real-time with cloud based visualization". The thesis was graded "Very good 4/5". I mainly used Python for the back-end of my solution with Google App Engine and JavaScript with WebGL/THREE.js for the front-end. The thesis was made from start to finish in about 6 months using technologies completely new to me. This serves as an indicator of my abilities to learn new things within small time frames.

Key achievements:
- Master's thesis completed

Art Director, Owner, Co-founder
Pixolane Ltd.
2007 – Present

We founded the company in 2007 and started to pursue our first own IP title. We secured investor funding and also a partnership with a high end publisher. My role as art director was overseeing the art department, all the visuals in the game and also the implementation of everything more technical, as well as basic modeling and texturing. I modeled, textured, animated, rigged, scripted and lead a small team. During my time our art department never missed a set deadline.

Key achievements:
- Published titles: Wacky Races: Crash & Dash, Nintendo DS & Wii, 2008, Farmind Ltd. I worked as an additional 3D modeler, optimizing 3D game content.
- About to be published: Rust Buccaneers, PS3, 2013, Pixolane Ltd. I worked as art director on this title.

Freelance artist
Fingersoft
2007 - 2013

Fingersoft is creator of the Android/IOS hit game "Hill climb racing". I worked with a few icons and graphics.

Key achievements:

- Published titles: Hill climb racing. Graphics.

3D artist
Tecnotoys Oy
8/2001 – 5/2002
Tecnotoys Oy (nowadays CadFaster Inc.) was at the time a starting company focusing on real-time optimization of graphics. My job was to make 3D scenes for subcontracting and demonstration purposes. I mainly worked with 3ds max.

Project worker, graphics
Science center Tietomaa
2006 - 2011
Tietomaa is a local science center, having varying exhibitions. I used to work in a 2-man team as the artist producing all the graphics to several exhibits.

Trainee, customer service
Science center Tietomaa
6/2005 – 7/2005
As a summer job I worked at Tietomaa to help customer with the exhibits using Finnish, Swedish and English.

Summer jobs
Axon Invest Oy, Jaromatic Oy, Satama center, Private companies
2005 – 2007
Duing summers 2005 – 2007 I worked as a salesman and as a security officer in the summer events at Oulu. I received diplomas with praises to my work. Quote from the employer: "In his work Thomas has shown brisk attitude, cooperation skills, initiative, energy and team work skills. In his sales job Thomas has succeeded superbly".

Education

Master of Science in Technology, Electrical Engineering
University of Oulu
2013, Oulu
My studies focused on embedded systems.

Undergraduate
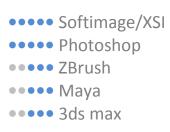**Svenska Privatskolan i Uleåborg**
2004, Oulu

Skills

Programming and development:

●●●●● HTML/CSS
●●●●● Google App Engine
●●●●● JavaScript
●●●●● Chrome API
●●●●● Python
●●●●● C (Embedded/AVR)
●●●●● Java (Android SDK)

TECHNOLOGIES THREE.js • D3.js • jQuery • node.js • TShark • Linux • Windows • LaTeX • GIT • SVN • Scrum

Graphics and Software:

●●●●● Softimage/XSI
●●●●● Photoshop
●●●●● ZBrush
●●●●● Maya
●●●●● 3ds max

TECHNOLOGIES xNormal • CrazyBump • UVLayout • Sketchbook • NVIDIA tools • Rigging • Animating

Languages

I have studied in the Swedish languaged school Svenska Privatskolan I Uleåborg before my university studies, giving me good qualifications for the Swedish language, while using Finnish and English mainly on a daily basis.

●●●●● Finnish
●●●●● Swedish
●●●●● English
●●●●● French

Hobbies & Interests

Music, guitar, mountain biking, gym, graphics, games, android, web, Unity

References and availability

References are available on request.
I am available full time 1.1.2014. Opportunities before this date can also be negotiated.