

MARTIN DAHLIN

SENIOR TECHNICAL ARTIST

CONTACT

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SKILLS

Technical Product Management
Programming
Game Art Pipelines
DCC Tools
Game Engines
Testing & CI/CD

EXPERTISE

Technical Product Management

Product Roadmap Development, Product Prioritization, Data Analysis, Technical Writing, Cross-Functional Leadership.

Programming

Python (10+ years), JavaScript, Lua, C#, VEX, Batch, Shell, Powershell, HTML, CSS, GLSL, HLSL.

Game Art Pipelines

Scripting, Exporters, Validators, Workflows, Optimization, Automation, Asset Management, Version Control, Shader Authoring, Troubleshooting.

Digital Content Creation Tools

DCC Tools, such as Scripts, Extensions and Plugins for Maya, Photoshop, Blender, Illustrator, 3ds Max, Houdini, Substance Designer/Painter and more.

Game Engines

Unity, Defold, Frostbite, Snowdrop, Fiction Factory, Asset Import/Export, Profiling, Asset Bundling, Cross-Platform Development, Shader Graphs.

Testing & CI/CD

Moderate understanding of many Test Types and Test Approaches. Experienced with CI/CD automation and configuration.

PROFILE

Senior Technical Artist with 15 years in game development across Environment Art, Tools Programming, and Product Management. I build Artist-friendly pipelines, develop DCC tools (Maya, Blender, Substance, Photoshop), and bridge content creators and engineering. I've led tooling efforts with strong empathy for Artists, deep workflow insight, and a sharp focus on UX, usability and performance. My hybrid background enables both hands-on execution and strategic understanding of scalable, high-impact solutions and a unique, user-first approach to problem-solving.

WORK EXPERIENCE

Electronic Arts

Senior Technical Product Manager Mar 2024 - current

Currently working on the Frostbite Engine in Stockholm.

- Drive product strategy and roadmap for the Frostbite Core Systems: Scene team (10+ developers), improving content creator workflows in central areas of our game development workflows.
- Prioritizing quality and usability, ensuring engine and editor stability for our game teams such as Battlefield and EA Sports.
- Bridging engineering and content teams, solving pain points, gather user feedback and outline Product Requirement Documents.

Ubisoft

Senior Technical Artist Dec 2021 - Feb 2024

DCC Tools team at Ubisoft Massive, Malmö part of Snowdrop Game Engine.

- Key contributor to the development and maintenance of a robust framework essential for distributing DCC (Digital Content Creation) tools across various critical game projects such as Star Wars: Outlaws.
- Refactoring and implementation of solid software design patterns, contributing to enhanced product quality, stability and longevity.
- Development and maintenance of DCC tools for a diverse range of applications, such as Maya, 3ds Max, Blender, Substance Designer, and Substance Painter as well as fully standalone Python tools running on Qt.
- Overseeing pipeline development and maintenance, which covered deployment, package management, and dependency handling.
- Actively engaged in Continuous Integration/Continuous Deployment (CI/CD) practices, working on automated testing and rigorous validation.

Polygonflow

Technical Artist Aug 2020 - Nov 2021

I was responsible for API development in the Maya context for GraphN.

- Developed and maintained the Maya context using Python, maya.cmds, and OpenMaya (Maya API) to integrate seamlessly with GraphN.
- Successfully designed, implemented and maintained user-facing nodes within GraphN, enhancing the tool's usability for artists.
- Authored comprehensive automated tests for the Maya context, enabling headless execution (no UI) within the native Maya environment.
- Took on a leadership role in ensuring code quality and the adoption of healthy programming practices, and overall product care.

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EDUCATION

Playground Squad

Advanced Diploma - Game Development

Oct 2009 - May 2011

Studied 3D Graphics and gained in-depth knowledge of the 3d art pipeline, including animation, mocapping and agile dev. Created three major game projects with other students, including an award-winning title (Gamer's Choice - Swedish Game Awards 2010).

Uppsala University

37,5 ECTS

Oct 2008 - May 2009

Transition from computer science into game development at Campus Gotland.

Introduction to Level Design - 15 ECTS
3D Modelling and ZBrush - 15 ECTS
IT Security - 7.5 ECTS

Mid Sweden University

145 ECTS

Oct 2005 - May 2008

I enrolled at the Web Design program, where I studied front-end web design, computer science and graphical design including print, typography and UIUX.

WORK EXPERIENCE

King

Technical Artist

Jan 2016 - April 2020

I was on the central Technical Art team. We had advisory roles for all Lead Artists, Art Directors, and Producers in the studio, supporting all running projects in one way or another. We also provided daily support to Game Artists, Animators, and Developers related to bugs, workflows, game editor usage, and art asset management.

- Tools development for Maya, Photoshop, and Illustrator.
- Pipeline development and maintenance, in a multi-OS environment.
- Shader authoring and Game Art optimization - including profiling.
- Contributed to our global TA events, representing the Stockholm studio and advocating for knowledge sharing and collaboration.
- Authored comprehensive documentation and conducted educational presentations for Game Artists.
- Research and Development of Level Design tools (Houdini).

Autodesk

Technical Artist (contractor)

Oct 2016 - Dec 2016

Parallel to my role at King, I did some contracting for Autodesk. They approached me with interest in acquiring my creation and side project: Nightshade UV Editor (NSUV). Following the sale, I worked with their Product Designer and others on the integration into Maya LT 2018.

- Collaborated with Autodesk's product team to ensure a seamless integration of NSUV features into Autodesk Maya LT 2018.
- Development of completely new UV editing features for Maya.
- Code documentation and support.

Star Stable Entertainment AB

3D Artist

Oct 2015 - Jan 2016

Environment Artist on the MMO horse game Star Stable (PC, Mac). I contributed to the development of Pandoria and other new zones.

Blackbeard

3D Artist

May 2014 - Sep 2015

3D Environment and Vehicle Artist on Megadrift (iOS). I did creation and integration of all vehicles in the game +mentoring of a Junior 3D Artist.

Polarbit

3D Artist

Mar 2012 - Dec 2013

3D Environment and Vehicle Artist on several mobile games (Android, iOS). Projects included Cracking Sands, Tank Riders 2 and Rail Racing. On the latter project I co-lead the Art Direction together with another 3D Artist. Together we also mentored an intern 3D Artist. I started my journey towards Technical Art here by learning MEL and Python.

Avalanche Studios

3D Artist (intern)

Nov 2010 - May 2011

3D Environment Artist on the AAA game Renegade Ops (PC, console).