

Elvira Paxborn

Technical Artist

Internship period: 2026-08-31 - 2027-01-15

Cat haver, frog enjoyer, silly goober



Education

The Game Assembly, Malmö - Technical Art

August 2025 - Current

Fast-paced education where I'm currently studying Technical Art with a focus on Houdini and shaders to complement my environment art knowledge.

PlaygroundSquad, Falun - Game Art

August 2023 - June 2025

Studied game art with a focus on Environment Art. Worked together with other disciplines to create three game projects in different engines.

Work

Campground Interactive - Environment Art

November 2024 - June 2025, Environment Art Internship

During this internship I worked on the studios first game *Steel Effigy*. I mainly worked on foliage, props and materials but also did some setdressing and lighting.

H1 Communication

August 2022 - August 2023, Call Agent

Work as a callcenter agent where I helped customers from various companies with multiple different issues such as billing, bookings, and tech support.

Ängsgården

September 2019 - August 2022, Care Assistant

Part time work in elder care where responsibilities included general healthcare for residents in combination with other tasks like cleaning, cooking, and laundry.

Other

Malmö Game Week

1 day - August 2025, Volunteer

Part of the general support team. Helped setting up, guiding people and also greeting guests at the entrance.

Gamedev Summer Camp

3 days - June 2024, Volunteer


Part of planning and one of the leaders during PlaygroundSquads gamedev summer camp for women, trans and non-binary people.

Contact

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Skills

Houdini 

Maya 

Substance Painter 

Unreal Engine 5 

Other: Substance Designer, TreeIt, Blender, Clip Studio, Zbrush, Marmoset Toolbag, Python, HLSL

Languages

Swedish - Native

English - Fluent