

# SCOTT MERSEBURG

## Tech Artist

📞 +46730511376

✉ scott.merseburg@gmail.com

📍 [www.scottmerseburg.com](http://www.scottmerseburg.com)

---

## ABOUT ME

I'm a recent graduate in Technical Art and Computer Science currently looking for my first internship in Technical Art. I have experience with shaders, VFX, programming and 3D content creation. I enjoy working with both technical and artistic aspects of game development. Outside of that I love creating my own games in Unity and have a big passion for golf.

---

## EDUCATION

The Game Assembly 2025 – Current

### Technical Art

Studied Python programming for tool development in Maya, VFX and shader creation in Unreal Engine, Unity, and HLSL, as well as materials and PBR workflows. The program also included 3D modeling in Maya, the fundamentals of animation and rigging, texturing in Substance designer, and introductory work in Houdini.

Malmö University 2022 – 2025

### Bachelor degree in Computer Science specializing in Game Development

Studied the fundamentals of programming in C# and C++, systems development methods, game design, and game development in Unity. The education also included advanced courses in programming, such as multithreaded programming and game AI.

---

## WORK EXPERIENCE

Skånemejerier 2020 – Current

### Warehouse Worker

Working part time as part of a team responsible for picking and handling dairy products.

---

## SKILLS

- HLSL
- Substance Designer
- Embergen
- C#
- C++
- Python
- Unity
- Maya