CV - CHRISTIAN BØEN

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Professional summary

Founder of, and creative leader at Surrealist AS, working with game development, game design, and digital and interactive art. Background as a visual artist, with more than 20 years of experience with electronic art projects, video production and editing, as well as audio and sound design. I am currently working at Siemens Mobility as an Instructional Designer, developing E-learnings for ERTMS (European Rail Traffic Management System).

Employment history

10.2020 – **Siemens Mobility AS**
Instructional designer, developing eLearnings for the ERTMS Signaling system

10.2020 – **Surrealist AS**
Founder and creative leader, developing games inspired by Norwegian history

Game productions
2023 Under production: Ferd: first person explorer and history game, taking place during the the Black Death (1348 – 1350)
2021 Calluna: first person 3D adventure and history game based on the life and history of Ole Bull (1810 – 1880). Available on Steam and Itch.io
2021 Under production: Oleona: first person 3D adventure about Ole Bull's colony in USA

06.2003 – 02.2023 **Christian Bøen, individual enterprise**
Visual artist

Interactive productions (games, VR and interactive art)
2019 Luminous Flux, interactive anti-game, sound- and light installation
2019 Animation, VR and AR production, Elementa AS, Oslo
2016 A.R.T, interactive art game, Oslo Prosjektrom

Instructor at courses and workshops
2017-2020: Organising and conducting 6 workshops in Unreal Engine 4, visual programming with Blueprints at Westerdals, Atelier Nord and Trikkehallen, Oslo

2018-2019: Substitute teacher and examination sensor, Noroff, Oslo
Game design, 3D modelling, UV-mapping and PBR-pipeline

2003-2008: Organising and conducting 3 workshops in video, film and documentary (Bergen)

2007: Video manager for 2 projects, Meteorfestivalen and Mola Foundation (Bergen)

Video production, camera and editing
2005-2009: Involved in 18 productions (documentaries and music videos)

Design and illustrations
2001 – 2016: Design and illustrations for 8 professional artists and companies (including web design)

Visual artist
1999 – 2023: 10 Solo exhibitions
Digital art (video, photo and sound)

1999 –2018: 31 Group exhibitions (Norway)
Digital and electronic art (sound, photo and video installations)

1999 – 2023: 9 Group exhibitions (International)
Digital video and interactive art (video and PC)

Education

1999 – 2003 Bergen Academy of Art and Design, Diploma (equivalent to Master)
1997 – 1999 Ålesund Art College

Technical competence and qualifications

Game engines: Unreal Engine 4 and 5 (2D/3D game development and interactive art production)
Motion graphics: Adobe Premier Pro, Adobe After Effects and Unreal Engine UMG UI Designer
Video: Adobe Premier Pro, Unreal Engine Sequencer, Vegas Pro and Final Cut Pro
Audio/sound design: Adobe Audition, Audacity, Unreal Engine Sound Cue Editor and FMOD
Music/DAW: Ableton Live, Adobe Audition and Steinberg Cubase Pro with Kontakt and VST-plugins
3D: Autodesk 3ds Max/Maya, Autodesk Meshmixer, Blender, Houdini, Zbrush and Metashape
Photo and drawing: Adobe Photoshop, Adobe Lightroom, Rebelle 5, Corel Painter, Krita and Gimp
Materials and textures: Substance Painter, Mari and Unreal Engine Material Editor (PBR-pipeline)
VR and AR: Unreal Engine 4 and 5, Meta Quest 2, Android SDK and Nvidia Ansel
Design: Adobe Indesign, Adobe Dreamweaver and Adobe Illustrator

Language

Norwegian (native)
English (fluent)

Appointments, commisions and posts

2001 – 2017: Member of 7 visual art juries and artistic advisory boards, amongst Bildende Kunstneres Forening Hordaland (BKFH) and VISP (jury for www.kunstguide.no)

Memberships

NBK (The association of Norwegian visual artists)
BO (Visual artists in Oslo)
TONO AND GRAMO (Norwegian performance rights organizations for composers and song writers)

Other

Producer of electronic music under the artist name Termodress

References

Available on request