

CV

Work Experiences

February 2015 - Ongoing

Junior Technical Artist at Paladinstudios

Animation Pipeline, Tool Scripting, Rigging
Paladinstudios, Den Haag, The Netherlands
<http://Paladinstudios.com>

September 2014 - January 2015

Technical Artist Intern at Paladinstudios

Rigging, Animation, Tool Scripting, Modelling, Texturing.
Paladinstudios, Den Haag, The Netherlands
<http://Paladinstudios.com>

August 2012

Freelance project at Stiller studios

Modelling
Stiller studios, Lidingö, Sweden
<http://stillerstudios.com>

january 2011

Intern at Kaktus film

Animation, Rigging, modelling, texturing
Kaktus film, Stockholm, Sweden
<http://kaktusfilm.com>

Software Skills

Autodesk Maya	Very Good
Unity	Very Good
Unreal Editor	Moderate
Motionbuilder	Moderate
Photoshop	Moderate
Zbrush	basic
After Effects	basic

Script - Languages

Python	Very Good
Perl	Very Good
XML	Good
C#	Basic
Javascript	Basic

Key Skills

Character Rigging	Problem solving
Animation	Communication
Scripting	Pipeline

Languages

Swedish	Native
English	Full professional Proficiency
Spanish	Basic understanding

Education

September 2013 January 2015

Technical Artist program (1.5 Years, 300 YHP Points)

Higher Vocational Education
Focus on Technical Art towards AAA game making
The game Assembly, Malmö Sweden
<http://thegameassembly.com>

September 2009 - may 2011

Digital graphics (2 years. 400 YHP Points)

Higher Vocational Education
Focus on 3D graphics towards movies and tv production
Nackademin, Stockholm, Sweden
<http://digitalgraphics.se>

September 2006 may 2009

Multimedia/digitalt skapande

Upper Secondary School
Focus on graphics towards webdesign and webgames
Guc. Uppsala, Sweden

Heeswijkstraat 36
2275 EE
The Netherlands

References will be provided upon request