

CV

Erik Arrhenius

+46 706 123 180

www.erikarrhenius.com

Work Experience

- Animator, Star Stable Entertainment
www.starstable.com
responsibilities : Animation, Rigging, Motion capture recording and editing, Pipeline Management, Tools development.
July 2016 - Present, Stockholm Sweden
- Technical Artist, Paladin Studios
www.paladinstudios.com
Responsibilities: Animation, Rigging, shaders and effects, Pipeline management and tools development.
February 2015 - June 2016, Den Haag The Netherlands
- Technical Artist Intern, Paladin Studios
www.paladinstudios.com
Responsibilities: Animation, Rigging, tools development.
September 2014 - January 2015, Den Haag The Netherlands
- Freelance 3d Artist, Stiller Studios
www.stillerstudios.com
Responsibilities: Modeling, Texturing.
August 2012, Stockholm Sweden
- Animation Intern Kaktus film
www.kaktusfilm.com
Responsibilities: Animation, Rigging
January 2011, Stockholm Sweden

Education

- Technical Artist Program, The Game Assembly, Higher vocational education
www.thegameassembly.com
September 2013 - January 2015, Malmö Sweden
- Digital graphics, Nackademin
September 2009 - May 2011, Stockholm Sweden

Technical Skills

Maya, Motionbuilder, Python, C#, MEL, Adobe Photoshop, Premiere, After Effects

Languages

Swedish - Fluent

English - Full professional proficiency

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