



# CV

*Three traits – 4 Str, 4 Stam, leather belt*

## Education

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- 1.5 year Sup. Education      *2014 – present date:* Technical Artist at The Game Assembly in Malmö.  
Diploma of Higher Vocational Education
- 2 year Univeristy              *2009 – 2011:* 3D Visualization at Jönköpings School of Engineering in Eksjö.

## Skills

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Python	●●●●○	Great knowledge of mayas python modules and good knowledge of python outside of maya.
Maya	●●●●○	Broad knowledge of Maya with focus on scripting.
Problemsolving	●●●●○	Great efficient and a pedagogical approach to problems.
Pipeline	●●●○○	Built and maintained a pipeline for a group of 20+ people under 4 game projects.
Offline rendering	●●●○○	Good knowledge of Mental Ray and Vray rendering.
MEL	●●●○○	Good knowledge of the language.
Photoshop	●●○○○	Basic knowledge of the software.
C#	●○○○○	Basic knowledge of the language.

## Work experience

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- 3D Generalist                      *June 2011 - Mars 2012:* Duckling A/S in Copenhagen. Worked mostly with rending, lighting, shading and texturing. [www.duckling.dk](http://www.duckling.dk)
- 3D Artist internship              *Jan 2011 - Juni 2011:* Duckling A/S in Copenhagen

## Language

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Swedish	Fluently
English	Full Professional Proficiency

References available upon request.