

Career goal

To work with films or games as an animator and create the movies/games of tomorrow.

Education

Game Art program The Game Assembly KY- utbildning 2008-2011

Program knowledge

- Autodesk Maya
- Adobe Photoshop
- Adobe Premier Pro
- Pixologic Z Brush
- X Normal
- Crazybump
- Mental Images Mental Mill
- Unreal Development kit

Gymnasiet Naturvetenskap inriktning miljö 2005-2008

Employment

Gullviks June 2008 – August 2008

Employed by the hour, responsible for the storage and orders, deliveryman with car.

Mc Donalds September 2007-May 2008

Employed by the hour as cashier.

Norra Kyrkogården Örebro Juli 2007

Summer work as gardener.

Other

Language skills

Swedish native

English fluent

B Driving license