

CURRICULUM VITAE

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Education

Certificate of Achievement in Film/Television Production-Animation

De Anza College, Cupertino, CA,

August 1999 - June 2002

Classes included in the program:

Principles of animation, 3D animation/graphics, Storyboard, Puppet animation, 2d animation, Animation History Area Studies, Animated film production.

Completion of an animated short film "[The Catch of the Day](#)"

Attended Animation master class series taught by various independent animators and professionals from Pixar, PDI, ILM and DreamWorks

Multimedia program – Education/ Technology

University of Stockholm, Sweden

August 1997- June 1999

An interdisciplinary program that combines education and digital media technology.

The digital media technology deals with topics as 2D/3D graphics, animation, image processing, audio and video

The education looks at how we learn, communicate and act in digital environments and how we develop both these environments and ourselves

Low Polygon Character modelling

February - March 2008

Online class with Michele Bousquet at CGsociety, Duration: 8 weeks

Experience

3D animator/artist

April 2008 - current

Freelance. www.truegritanimation.com

3d/ 2d graphics and animation for web, TV, games, film and commercials

Clients: PUMA, GB-glass, Electrolux, Made4Ad, Viztech, NordicEnergy,

3D Artist

August 2007 - April 2008

ByggMax, Stockholm, Sweden

Modeling, texturing, lighting, animation for web films

3D Character Animator

February 2007 - June 2007

White shark Film, Stockholm, Sweden

Character animator for the feature film trailer Astridsilverlock.

Animating biped characters, Cloth simulation, Lip sync, Motion Capture

3D Character Animator

February 2006 - May 2006

The 3-D Revolution, London

Character animator for biped characters on a pilot for a television production. Working remotely.

<http://www.moonridge5.com>

3D Character animator

January 2005 - December 2005

Dreams in motion, USA

For children games called Kids Corner and Legendary Sword (working remotely)

Audio- Visual technician,Video Editor September 2002 - October 2003

Mazur's Production, New York, NY

rigging and mixing of audio-visual equipment for conferences and events

Edited multiple cooking shows for television and edited a various short, live-action films.

Animation Lab Assistant

August 2000 - July 2002

De Anza College, Cupertino, CA

- Provided technical and artistic assistance on student's animation projects
- Assisted animation students with learning 3d software.

Broadcasting Manager

August 1998 - June 1999

University of Stockholm, Stockholm, Sweden

Broadcasting lectures from the graphic Art Centre at the University of Stockholm, Sweden to the Avena Art Centre in Vetlanda, Sweden

Multimedia Producer

January 1999 - August 1999

The Royal Institute of Technology, Stockholm, Sweden

Integrate audio, 2d animation and graphics into a presentation

Built and designed the interface.

Multimedia Producer

January 1998 - August 1999

Museum of Natural History, Stockholm, Sweden

- Creating an interactive Multimedia Production on how a traumatic experience influences the memory.
- Built and designed the interface.
- Integrated audio, 2d animation, graphics and video into a presentation

Short film

"The Catch of the Day"

- Winner Media Arts Award 2003 - Computer animation
- Winner Kalamazoo Animation Festival 2003 – Computer Animation
- Accepted to Toronto Online Film Festival 2003, Canada – Computer Animation

Awards

- The 2002 Chadwick Okamoto Animation Media Award
- Finalist Big Kahuna Awards 2002 - Photorealism

Technical skills

Software:

Maya, Motion Builder, Cinema 4D, After Effect, Premiere, Final Cut Pro, Sound Booth, Photoshop, Flash,

Language

Swedish - native language

English - fluent

Hobbies

Skiing, Yoga, Salsa, Swimming,