

## Experience

Caran AB, Södertälje  
2006 -

Armstrong Film, Stockholm  
2005, 9v.

SCANIA CV, Södertälje  
2005, 15v.

Gotland University, Visby  
2005, 5v.

SCANIA CV, Södertälje  
2004, 16v.

Laboratorio BeBi, Stockholm  
2004, 10v.

Playground Event, Åre  
2004, 7v. and 2003, 10v.

SCANIA, Södertälje  
2003, 6v.

Solectron, Östersund  
2000 and 2001.

Other

### Surface Engineer.

Concept modeling and Class A surfacing.

### CG-artist.

"3" – Commercials. Modeling, texturing and animation.

### CG-artist.

Product-visualization, create materials, textures and HDRI.

### Teacher.

3D-modeling and animation for Industrial Design, in StudioTools.

### CG-artist.

Interior and exterior concept movie.

### CG-artist.

Thesis work. Analysing the core values for the sports car BeBi and visualize them in a commercial.

### CG-artist (internship).

Redbull Big Air, *Pringles poppin' in the piste*, Alpine Grand Slam, Event arenas and commercial material

### CG-artist (internship).

Exterior concept movie. Modelling in StudioTools.

Internship, Documentation, translation and creation of installation manuals for telephone stations.

Some commercials and as Ski and Swim instructor.

## Education

Graphic |Studio, Nacka strand  
2002 – 2004

Luleå University of  
Technology.  
1998 – 2001

Military service, 1997-1998  
Wargentinskolan, Östersund

### CG-artist

Advanced Vocational Education in Computer graphics and animations.

### B.Sc. in Industrial Design

Product development, how to design and produce products that are adapted to humans.

Compulsory military service, Communications Officer.

Upper Secondary School, Technical.

Primary software:

### Alias Maya

- Experience with industrial and organic modeling using Polygons, SubDs and Nurbs.

- Texturing, Rigging, Skinning, Animation, Lighting and Rendering, MentalRay.

### Alias StudioTools

- Experience with industrial modeling using Nurbs.

- Texturing, Animation, Lighting and Rendering.

### ICEM Surf

- Experience with Class A Surfacing.

### Photoshop and Illustrator

- 2D art and textures.

### After Effects

- Compositing and animation.

Software skills:

Alias StudioTools, MAYA, ICEM surf, AutoCAD, I-deas, VisLab, Opus Realizer, Avid, Sound Forge, DELPHI, JAVA and Perl.

ADOBE: After Effects, Photoshop, Illustrator, Premiere, Pagemaker

MS: Office, Windows 98/2000/XP

Language skills

Swedish – Native.

English – Very good.

German – Good.