

Anton Skogsberg

Animator

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WORK EXPERIENCE

Arcadia - Bachelor Project Animation Director, Storyboarder, Production Manager, 3D Modeller, Animator.	Jan. 2025 - Present
Doppelgänger - Bachelor Project Animation Animator, Technical Animator.	Jan. 2025 - Present
Something Soup - Animated Web Series Animator, Clean-Up, Color, Production Manager.	2018 - Present
GLITCH Gathering - Animated Commercial Animator, Technical Animator, Production Manager.	Spring. 2024
FISK! Animated Short Film Production Animator, Production Manager.	Spring. 2023
La Chambre Du General - Bachelor Project Animation Clean Up, Color.	Spring. 2021

EDUCATION

Bachelor in Animation - The Animation Workshop (VIA University College) 3.5 Year Bachelor in Animation Education.	2022 - Present
The Drawing Academy - The Animation Workshop (VIA University College) Classical Drawing Education Course.	Fall. 2015
IT & Programming High School - NTI Gymnasiet Södertörn Education in bachelor preparing Maths, Physics & Programming.	2012 - 2015

SKILLS & INTERESTS

3D Programs

Autodesk Maya, Blender, Unreal Engine.

2D Programs

TVPaint, ToonBoom Harmony, After Effects, Photoshop, Premier Pro.

Languages

Swedish (*Native*), English (*Fluent*), Danish (*Fluent*), French (*Basic*).

Interest & Hobbies:

Video Games, Baking, Fishkeeping, 80's enthusiast.