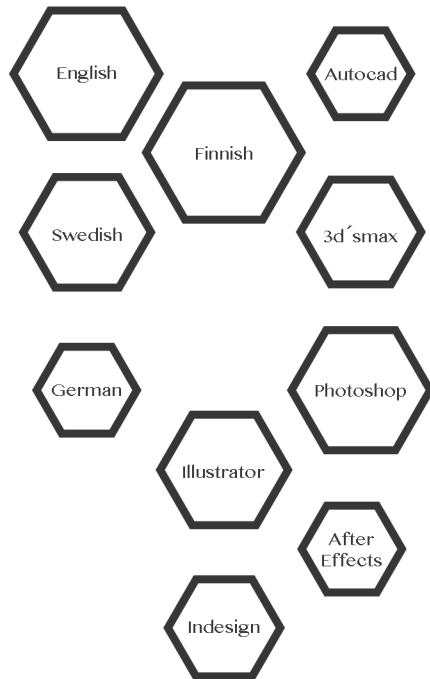


AINO ROUVINEN

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19.03.1977

LANGUAGE & IT SKILLS



I also have experience in other 3d software (Blender, Archicad), knowledge in game engines (Unity, UDK), other Adobe CC software, motion tracking and few different hotel- and restaurant management softwares.

PROFESSIONAL & PERSONAL SKILLS

I am used to work in a fast-paced environment as one of the teamplayers. I have good communication and organisational skills and I love to solve problems.

I see myself as creative and innovative with a good visual eye. My educational background has given me an insight in different historical styles as well as color theories.

EDUCATION

KEUDA, 2010-2012
Audiovisual communication, focus on animation and game production

RATO, 2008-2009
Degree on architecture drawing, specialized on building restoration and interior design

OTHER STUDIES

METROPOLIA, 2017-
How to make business out of games, ongoing
AALTO, open University, 2016
Project management (6 op)
HAAGA-HELIA, 2004-
Management in hospitality business
KYAMK, 1998-2001
Restoration and special techniques
IKATA, 1997-1998
YO, 1996

WORK EXPERIENCE

From year 2001 I have been working in Hospitality Industry. To mention some: 2001-2005, Fiskars wardshus; 2006-2007, Chez Dominique; 2004-2008, Carelia (with a small gap in the middle); Royal Restaurants, 2013-2014. And of course during studies, working when possible as on "extra" in quite many places.

At the same time I have been doing some Graphic Design, Illustrations and lastly Game Graphics (2d) to an installation that is in Heureka, 2014.

I have background in traditional Arts&Crafts, glass, furniture and a short work experience on set design in theater.

HOBBIES & INTERESTS

