

# JOAKIM FRIDLUND 3D ANIMATOR

"Animator with a special interest in the first-person perspective. Currently attending The Game Assembly where I study technical art with a focus on animation and rigging."

## EDUCATION

### **2018 | Technical Art | The Game Assembly**

Studied technical art and specialized in animation and rigging. Was responsible for everything animation for four 10-week long game projects.

### **2017 | Computer Science | Sundsgymnasiet**

Focused on technical subjects like computer science, Web design, C# programming and Digital art.

## EMPLOYMENT

### **16/06 – 16/07 | VASAKRONAN**

Customer care and Corrective maintenance.

## EXPERIENCE

### **2010-2014 | STUDENT COUNCIL REPRESENTATIVE**

Had the responsibility to organize dialogues between the teachers and the students to fit both party's needs. In addition to this I took part in courses about strengthening group spirit.

## LANGUAGES

Swedish  
*Native*

English  
*Full professional proficiency*

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## SOFTWARE EXPERIENCE

### **Maya**



### **3DS Max**



### **Unreal Engine**



### **Unity**



### **MotionBuilder**

