

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

Technical Art | 2018 | The Game Assembly

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

Computer Science | 2017 | Sundsgymnasiet

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

EMPLOYMENT

VASAKRONAN | 16/06 – 16/07

Customer care and Corrective maintenance.

EXPERIENCE

STUDENT COUNCIL REPRESENTATIVE | 2010-2014

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



[LinkedIn](#)



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SOFTWARE EXPERIENCE

Maya



3DS Max



Unreal Engine



Adobe After Effect

