

# **ABOUT ME**

Hi I'm an Technical Animator, specializing in rigging and scripting. I have 7 years experience in animation and believe I have a great understanding in what the animator needs to thrive.

I like being surrounded by friends and family, to give back positive energy and have lots of fun are a top priority for me.

# **CONTACT**

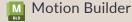
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# SOFTWARE KNOWLEDGE







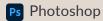














# **JONAS GUSTAFSSON**

**Technical Animator** 

# **EDUCATION & WORK EXPERIENCE**

# The Game Assembly, Game Animator

HVE Diploma 550 yhp 2022 - 2025/ Malmö, Sweden

Focus on rigging and python scripting in Maya, animation as secondary focus

# University of Skövde, Game Animation

Bachelors degree in 3D game animation 180hp 2016 - 2019/ Skövde, Sweden

Focus on 3D animation, rigging in Maya and Unity implementation

#### **Espresso House**

**Barista** 

2020 - present / Malmö, Skövde, Falköping Sweden

Teamwork, Social skills

# Östrabo 1 Technical Program

High school diploma in technical studies & web development 2012 - 2015/ Uddevalla, Sweden

# **ACHIEVEMENTS**

# Start up Skövde Science park

Me and and 6 others went into the process of starting a company. My role was leading the group, market research and rigging/animating

# Game project with Chinese exchange students from **Shanghai Normal University** (15hp)

There was an exchange between countries where we worked in Sweden and then we flew to Shanghai to finish the game together. My role was to rig and animate a plane with sprite sheet animation that could fold into a ball

#### Rhetoric course (7,5hp)

that focused on learning what makes a confident speaker and practice it

#### Leadership course

that focused on pedagogic leadership