



JONAS GUSTAFSSON

Technical Animator

ABOUT ME

Hi I'm an Technical Animator, specializing in rigging and scripting. I have 7 years experience in animation field 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

Cellphone: +46 703 95 95 23

Email: Jonasrgus@gmail.com

Web: jonasgus.se

Linkedin: [linkedin.com/jonas-gustafsson](https://www.linkedin.com/in/jonas-gustafsson)

SOFTWARE KNOWLEDGE



EDUCATION & WORK EXPERIENCE

Skybox Technologies, Technical Animator intern

2024 - 2025/ Copenhagen, Denmark

Worked on setting up character pipeline, rigging, VFX, UI, PR
Product site store.steampowered.com/Rush_Tactics/

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

Östrabo 1 Technical Program

High school diploma in technical studies & web development

2012 - 2015/ Uddevalla, Sweden

ACHIEVEMENTS

Start up Skövde Science park

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

Product site <https://co-openly-studio.itch.io/tangled-together>

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