



JONAS GUSTAFSSON

Technical Animator

specializing in Rigging, Tools & Animation Pipeline

ABOUT ME

Hi, I'm Jonas. With 8 years of experience in studying and working with animation in game development, I've evolved from a 3D animator into a Technical Animator who **bridges the gap between art and engine**. My goal is to build rigs and Python tools that make sense for the people using them, **ensuring the technical side of production is solid and reliable**. Whether I'm working on rigs, deformation or setting up pipelines in Unreal, Unity, or custom engines.

I thrive around other people. I am passionate in what I do and I always aim to bring a positive energy to the team while making sure we have a great time.

Internship period, (flexible start date)
2026-08-31 – 2027-01-15 : 20 weeks

CONTACT

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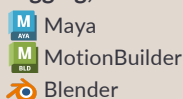
LANGUAGES

Swedish - Native

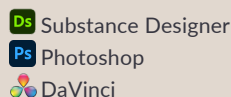
English - Fluent

SOFTWARE KNOWLEDGE

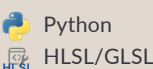
Rigging, Animation & 3D



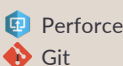
Texturing/Rendering



Scripting



Source Controls



Game Engines



EDUCATION & WORK EXPERIENCE

Skybox Technologies, Technical Animator intern

2024 - 2025/ Copenhagen, Denmark

- Rigs and animation systems from Blender to Unity.
- Scripts to improve animation and pipeline efficiency.
- Production-ready assets

Product site store.steampowered.com/Rush_Tactics/

The Game Assembly, Technical Artist

HVE Diploma 300 yhp (Ongoing) 2025 - 2027/ Malmö, Sweden

- Python scripting, rigging, deformation, shaders, and implementation.
- Industry environment teams with focus on game-ready pipelines.
- Systems for animation and asset integration in Unreal and custom engine.

The Game Assembly, Game Animator

HVE Diploma 550 yhp 2022 - 2025/ Malmö, Sweden

- Animation systems and rigs for game projects.
- Python scripting in Maya to automate and optimize workflow
- Animation into Unity/Unreal/custom engines
- Collaborated with artists, programmers and designers
- Clean deformation and game-ready animation set-ups.

University of Skövde, Game Animation

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

- 3D animation, rigging, and implementation.
- Strong foundation in animation principles and technical workflows.
- Game projects with hierarchy and interdisciplinary collaboration.

Exchange Game Program, Shanghai Normal University

- Participated in an international exchange focused on game development collaboration.
- Helped bridge communication between different languages and align goals
- Structured animation pipeline.

ACHIEVEMENTS

Start up Skövde Science park

Co-founded a game studio with a team of five, focusing on research, company formation, and early product development.

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

Rhetoric Course, University of Skövde

- Developed communication and presentation skills with a focus on clarity and confidence.

Leadership course

- Training in team dynamics, pedagogy, and leadership within creative environments.