

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

fridentorp98@gmail.com

<https://fridlundjoakim.com/>

079-3403077

SOFTWARE EXPERIENCE

Maya



3DS Max



Unreal Engine



Unity



MotionBuilder

