

CV

Erik Arrhenius

+46 706 123 180

www.erikarrhenius.com

Work Experience

- Technical Animator, Star Stable Entertainment
www.starstable.com
responsibilities : Animation, Rigging, Motion capture recording and editing, Pipeline Management, Tools development.
February 2019 - Present , Stockholm Sweden
- Animator, Star Stable Entertainment
www.starstable.com
responsibilities : Animation, Biped Quadruped, motion capture, rigging skinning.
July 2016 - February 2019, Stockholm Sweden
- Technical Artist, Paladin Studios
www.paladinstudios.com
Responsibilities: Animation, Rigging, shaders and effects, Pipeline management and tools development.
February 2015 - June 2016 , Den Haag The Netherlands
- Technical Artist Intern, Paladin Studios
www.paladinstudios.com
Responsibilities: Animation, Rigging, tools development.
September 2014 - January 2015 , Den Haag The Netherlands
- Freelance 3d Artist, Stiller Studios
www.stillerstudios.com
Responsibilities: Modeling, Texturing.
August 2012 , Stockholm Sweden

Education

- Technical Artist Program, The Game Assembly, Higher vocational education
www.thegameassembly.com
September 2013 - January 2015 , Malmö Sweden
- Digital graphics, Nackademin
September 2009 - may 2011 , Stockholm Sweden

Technical Skills

Maya, Motionbuilder, Python, C# , MEL, Adobe Photoshop, Premiere, After Effects

Languages

Swedish - Fluent

English - Full professional proficiency

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