

2017-02-12
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I AM ENTHUSIASTIC, INTUITIVE AND DEPENDABLE.

EDUCATION

Technical Artist Supplementary Education 300YHP **Aug 2013 – Jun 2014**

The Game Assembly, Malmö Sweden

Learning shaders, scripting, particles, and focusing on creating AAA games with the scrum method.

Bachelor of Arts in Game Graphics 195HP **Aug 2010 – Jun 2013**

Blekinge Institute of Technology, Karlshamn Sweden

Courses in modeling, rigging, animation, sculpting, and texturing amongst others. Group projects creating games.

Art School **Aug 2009 – Jun 2010**

Blekinge Läns Folkhögskola, Bräkne-Hoby Sweden

Introductory classes to visual arts, such as painting, sculpting, figure drawing, and art history.

Media Programme/Media Production, Graphic Design **Aug 2005 – Jun 2008**

Mediegymnasiet Malmö Sweden(Upper Secondary School)

Classes in visual communication, media production, and multimedia knowledge.

EMPLOYMENTS

Na3m Games (New Arab Media), Copenhagen/Amman **Aug 2014 – Jan 2017**

As a Technical artist responsible for VFX, Shaders, Rigging, Animation and 3D Modeling

ReaverGames (Freelance position) **Jun 2016 – Oct 2016**

Responsible for VFX, Shaders and 3D Modeling

L'ecole National Clothing, Illum Copenhagen **Jun 2013 – Aug 2013**

Responsible for the men's department of the shop

Geriatric Care, Nybodergården Copenhagen **Jun 2008 – May 2009**

Kitchen, cleaning and helping the elderly.

Adult Day Services, Malmö **Jun 2007 – Aug 2007**

Helping the elderly with everyday tasks.

Netto Supermarket, Malmö (Part-Time) **Sep 2006 – May 2007**

Helped with most tasks, such as cashier work, cleaning, and unloading wares.

SKILLS

Autodesk Maya:	●●●●●	<i>Modeling, Rigging, Animation, FX, Scripting</i>
Autodesk Mudbox:	●●●●○	<i>Sculpting, Texturing</i>
Adobe Photoshop:	●●●●○	<i>Texturing, Concepts, Retouching</i>
UDK/UE4:	●●●●○	<i>Material Editor, Kismet/Blueprint, Matinee, Cascade</i>
ShaderForge:	●●●●○	<i>Creating Shaders For Unity</i>
Unity:	●●●●○	<i>Particles, Shaders, Scripting</i>
Quixel:	●●●○	<i>Texturing.</i>
Adobe Flash/Animate:	●●●○	<i>Animations/Spritesheets</i>
Adobe AfterEffects:	●●●○	<i>Compositing and VFX</i>
Python:	●●○○○	<i>Creating Tools To Simplify Workflow</i>

LANGUAGE

Swedish - *Fluent(mother tongue)*

Farsi - *Intermediate in speech*

English - *Advanced in both writing and speech*

German - *Beginner*