

AMANDA GYLLIN

3D GENERALIST

EDUCATION

Future Games
3D-Graphics 2017-2019

Higher Vocational Education with focus on 3D-graphics for games.
Learning to make 3D assets and environments for games.

Blekinge Institute of Technology
Bachelor in Digital Art 2011-2014

Bachelor's degree with focus on postproduction, film and animation.
Learned the basics of 3D modelling and motiontracking for film.

Lars Kaggskolan
Media Production 2008-2011

Upper Secondary School with focus on media and graphic design.
Learned about photography, graphic design, film and animation.

COMPETENCE



MAYA



BLENDER



ZBRUSH



SUBSTANCE
PAINTER



SUBSTANCE
DESIGNER



UNREAL
ENGINE



UNITY



MARMOSET
TOOLBAG



PHOTOSHOP

EXPERIENCE

Axolot Games
3D Artist 2019-2020

3D-models and texturing, props and environment
for ScrapMechanic.

RollAbout AB
Graphic Design 2017-2018

Photo retouching, creating advertisements and catalogues,
and updating websites.

Gabriel Klints insamlingsstiftelse
Animator 2016

Frame by frame animation for an app.
Digital painting och animation done in Photoshop.

Prospekt Media AB
Animator 2015

Animated grafics in After Effects for a commercial for a
graphic profile for Kalmarsalen.

Norrevångsskolan
Teacher in photography 2014-2015

Teaching year 7-9 photography for two semesters.
Photography techniques, settings and lightning.

Gatling Goat Studios
3D Artist 2014

Made 3D-models in Blender, animated characters and
made 2D effects to the game Traverser.

Bingo Rimér Enterprise AB
Photo assistant 2011

Helped out during photoshoots, photographing,
retouching and organizing props.

Modette.se (Nyheter24)
Graphic desinger 2011

Photographing, retouching and
conducting interviews.

ADD Film & Media AB
Animator 2010

Made a commercial with Photoshop and After Effects.
I also did some 3D animations.

