

CV - RESUME

Sten Oom - 3D animator / artist

INTERNSHIP PERIOD, FROM JANUARY TO SEPTEMBER 2014 (30 WEEKS)

www.stenoom.se

PROFESSIONAL EXPERIENCES

Character Animator

Freelance, Swisre, 2013, 4 weeks, Stockholm

Enviroment Artist

Freelance, Swisre, 2013, 6 weeks, Stockholm

Game design / QA Intern

Internship, Pixel Tales, 2010-2011, 6 months, Stockholm

PROJECTS

<u>Perils of Man</u>	iPad	- 3D enviroment artist, character animator
<u>Plebs</u>	PC	- Animator & 3D artist
<u>PC</u>	PC	- Producer, game designer, 3D artist
<u>Volcanic Natives</u>	iPad	- Art director, 3D artist, Animator
<u>Tales of Towers</u>	PC	- Game designer, art director
<u>Fused</u>	PC	- Game designer, Level designer, Project leader

SOFTWARE & COMPETENCE

Autodesk Maya	-	Excellent
Autodesk Motionbuilder	-	Basic
Adobe Photoshop	-	Good
Autodesk Mudbox	-	Very Good
Zbrush	-	Good
Unity	-	Good
Hansoft manager	-	Good
UDK	-	Good
Multimedia Fusion 2	-	Very Good
Other competence		Video editing, SCRUM

EDUCATION

Vocational School, 2012 - Current, 3D Art, Future Games

Vocational School, 2009 - 2011, Game Design, Playgroundsquad