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## Education

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*2015 - (current)* Game Art, The Game Assembly, Malmö, Sweden  
*2012 - 2014* Computer Science, Aalto University, Espoo, Finland  
*2009 - 2010* IES Fort Pius (AFS high school exchange year), Barcelona, Spain

## Work Experience

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*6/2016 - 8/2016* 3D Designer, Aalto Software Business Lab, Espoo, Finland  
Visual development, 3D-modeling, texturing, lighting and performance optimization for a VR project using Unreal Engine 4.

*9/2014 - 5/2015* Test Engineer Trainee, Futuremark, Espoo, Finland  
Software quality assurance and test lab hardware & software maintenance. PowerShell, Excel. Helping out 3D-artists with Python scripts.

*9/2013 - 9/2014* Customer Service, Verkkokauppa.com, Helsinki, Finland  
Selling computers, components, mobile devices, network devices etc.

## Software Skills

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*Proficient* Maya, ZBrush, Photoshop, Blender, Unreal Engine 4, Unity, Substance Painter

*Some knowledge* Houdini, Substance Designer, Python, MEL, C#

## Language Skills

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*Finnish* Native language  
*English* Full professional proficiency  
*Swedish* Full professional proficiency  
*Spanish & Catalan* Fluent  
*German* Conversational