

EMIL LINDFORS

www.emill.fi

hi@emill.fi

(FI +358) 0445795066

EDUCATION

2015 - (current) **Game Art, The Game Assembly** *Malmö, Sweden*
2012 - 2014 **Computer Science, Aalto University** *Espoo, Finland*

WORK EXPERIENCE

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 3D-artists out with Python scripts.

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

SOFTWARE SKILLS

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

Some knowledge Substance Designer, Python, MEL, C#

LANGUAGE SKILLS

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