

# EMIL LINDFORS

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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*

## 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 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

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

*Some knowledge*     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