

EMIL LINDFORS

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WORK EXPERIENCE

- 9/2017 - (current) **3D Generalist, Cocoa Helsinki, Finland**
VFX & Post Production. Modeling, animating, shading, rendering, compositing and more.
- 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.

EDUCATION

- 2015 - 2018 **Game Art, The Game Assembly Malmö, Sweden**
- 2012 - 2014 **Computer Science, Aalto University Espoo, Finland**

SOFTWARE & TECHNOLOGIES

Houdini, Maya, ZBrush, Photoshop, Blender, Substance Painter & Designer, Unreal Engine 4, Unity, BMD Fusion, After Effects, Premiere, Python, MEL, C#

LANGUAGE SKILLS

Able to work in English, Finnish, Swedish and Spanish-speaking work environments.