

Pär Gustafsson Resumé

3D & VFX ARTIST

General information

Date of birth: July 20, 1985
Resides in: Enköping, Sweden
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Work experience

nov - dec 2009 3D artist at **Swiss International AB** in Stockholm, Sweden

Education

2006 - 2009 "Creative Programming" 180 hp (ECTS), University of Gävle
Bachelor of Computer Science with emphasis on Digital Multimedia
2001 - 2004 Technical program, Westerlundiska gymnasiet (high school), Enköping

Technical competence

Softwares

Autodesk Maya Strong knowledge - mainly in modeling, lighting and rendering along with some experience of scripting in Python and MEL

Adobe Photoshop Strong knowledge

Eyeon Fusion Good knowledge - mainly in compositing of render passes

Andersson Technologies SynthEyes
Medium knowledge

Adobe Premiere Medium knowledge

Other

Good knowledge of programming, have worked with languages such as Java and Delphi among others. Well experienced in web development (HTML, JavaScript and ASP) along with basic database building and management. Use Microsoft Windows as my main operating system. Some experience of Mac OS X.

Personal skills

My interest in 3D and visual effects comes from a genuine interest in graphics and technology. I have both artistic and technical skills and a good eye for details with emphasis on technical tasks. I consider myself to be a good problem solver and a fast learner of new tools and softwares.

I am fluent in Swedish and English.

Personal interests

Downhill skiing, visual effects and spending time with family and friends. As an avid music listener I listen to music most parts of the day.