

AUGUST WAHLBERG

ANIMATOR

Currently looking for an internship
in the field of animation.

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- Malmö, SWEDEN



EDUCATION

2019-2022 THE GAME ASSEMBLY - Game Animation
2016-2018 MALMÖ UNIVERSITET - Graphic Design 75 HP
2015 LUNDS UNIVERSITET - Art History 15 HP
2012-2014 MUNKA LJUNBY FOLKHÖGSKOLA - Fine Arts

EXPERIENCE

2018-2021 NILSSONS I SVEDALA - Worked as a furniture
salesperson where I learnt to work in close collaboration
with a smaller team.

2016-2018 SERGIO TACCHINI - Worked as a salesperson.
I mostly worked on my own and was trusted
with responsibility to take care of the shop.

SOFTWARE

MAYA - I am confident in the process of making game ready
characters, from rigging characters and character animation
to export to various game engines.

UNREAL ENGINE - Worked with the Sequenser.

PHOTOSHOP - Worked many years with the program and alot
with animation.

DAVINCI RESOLVE - The program I use for video editing.

MOTION BUILDER - Know the process of characterization
and creating basic locomotion loops.

LANGUAGE

SWEDISH - Native
ENGLISH - Fluent