

CV
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Digital-compositor

My own goal

I like to work as a digital-compositor 'cause I have the passion for the magic behind the movies. To have the opportunity to do it within the world of movie and commercials makes it more fun. As long back as when I was I child I loved film and behind the curtains documentarys.

How much or little that are done to make that final magical movie.

I like to feel that I can evolve and that someone encourages you to come with own ideas or solutions. It wouldn't be all wrong to also have fun and feel at home at your work. In the end you can see all of these fantastic creations, the joy and energy you gave you get in return.

Experience

I have a education within 3D-graphics but ended up into the working life as a digital-compositor and I also have experience with commercials and two feature films.

I have worked with three different companies in the city of Stockholm, *Fido Film*, *Visual Arts* and *Swiss International* and it has been rewarding and instructing. The major software I worked with then is Shake and I did *compositing, keying, grading, retouch, 3D-integratition* and some *3D-assistance*.

Properties

Creative and imaginative human being, attention to details, teachable, curious, flexible, humour intact and I love to find new solutions to problems that appear.

Work experience

Shake-Compositor | <http://www.swiss.se/>

Swiss-International AB, Stockholm : 2007-2008 (12 months)

Tasks: Post-Production/compositing, 3D-integration, retouch, grading, keying, a little bit matchmoving and some 3D-/online-assistance.

Performance: *Several big productions with commercials like Coca-Cola "Splash", Sony Cybershot "You are what you shoot", Sony Centre "Magic Bag", Ikea "Chicken" amongst others.*

Own ideas and elements got green light for final shot/ ad.

I made it easier for colleagues in addition to regular duties when it has been necessary and even during major deadlines or online sessions.

I have also done some 3D, if any element or material-Id is missing or needed extra and it's been busy staff.

Shake-Composer / Video-editing | <http://www.visualart.se/>

Visual Arts, Stockholm : 2006-2007 (2 months)

Tasks: *Compositing, 3D-integration and also 4,8,15 secs cutdowns for Ztv.se.*

Performance: *Cutdowns was done on own responsibility, but of course approved by the project manager.*

Productions for Phonehouse and Husman Hagberg.

Shake-Composer | <http://www.fido.se/>

Fido Film, Stockholm : 2006 (4 months + 4 months LIA)

Tasks: *Post-Productions/compositing, 3D-integration, retouch, grading, keying, some matchmoving and also 3D-assistance.*

Worked with commercials/ feature film and music video.

Performance: *I had a internship / LIA and had come back to project position.*

Been in production behind including Göta Kanal 2, Leaps and Bounds, GB, Specsavers, Ballerina, World Cup and Bamyl.

Project Manager/ Digital-Composer | <http://www.kreativum.se/>

Kreativum, Karlshamn : 2005 (10 weeks LIA)

Tasks: *Project manager for one informative movie about our solar system adapted for secondary students similiar to the ones screened at Swedish Museum of Natural History - Cosmonova*

I was also in charge for all compositing, manuscripting, voice-acting and the contact with the company.

Performance: *Due to poor attendance by students I took the attendance track in Excel for three different groups.*

I put a lot of extra work beyond regular selected areas due to lack of students. But we delivered and I learned a lot on the road.

Education & Courses

Animation and Post-Production

Södertörns University : 2010-2011 (10 weeks parttime – 7,5HP)

Short course in After Effects, laborations, movie analysis and a own final project.

- *I used this period to remember more within Post-Production but also to learn more AE.*
- *On my own initiative - to learn more of the various programs and techniques - 3D elements built into Cinema 4D, Zbrush, Vue.*

3D and animation

Södertörns University : 2010 (5 weeks fulltime – 7,5HP)

Course in 3D and animation (C4D) and related laboratory work and final projects (Media Cell).

- *Refreshment of the memory, and I did put me at a alot faster and higher level for myself.*

Art school focused on design

Stockholm art-school : 2007-2008 (full time – 750 hours)

Drawing, painting, photograph, design, art- and design history, sculpture and other traditional 3D-technics.

Course works and projects.

- *I learned a lot extra about color vision and image composition / material management which was good to get along.*

Digital Animation

SOFE, School Of Future Entertainment, Karlshamn : 2004-2006 (KY – 80p)

3D graphics, specializing in film & gaming manufacturing

- *By myself or connected to projects in groups and often linked to events which also for own part has ended well.*
- *Courses in areas such as VFX, game concept, game technology, animation, short film, drawing / anatomy and compositing.*
- *LIA / Internship in the corporate world. | The training is based on problem-based learning (PBL).*

Language

Swedish: *native*

English: *writing (very good), speech (good)*

Qualifications

Shake - ██████████ - *(Most experienced in this, projects and work)*

Nuke, AE, Fusion, Combustion - ██████████ - *(Less work experience)*

Maya / Cinema 4D - ██████████ - *(Trained in and some work experience)*

Photoshop, Illustrator, Painter – ██████████ - *(some work experience)*

Vue - ██████████ - *(Self-learning in progress - no work experience)*

Office - *(Word, Excel)*

Who am I apart from all this?

When the weather allows me I usually run down the streets with my inlines and I also have plans to start exercising more. Something I also like to do is play some tunes on piano so that my neighbours cry. It is also always fun to meet up with my friends. I have a driving license class #B### but I don't have my own car that makes me travel alot more by train or busses, making it perfect to observe and see some interesting new people. Then it's nice to be in the outdoors and I am about to dust off my camera a little bit more often for more documentation in this life. This will be awesome.

References

Can be provided on request.