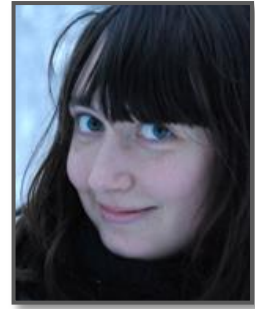


# Mikaela Grundin

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+46 (0)70 673 9771



Positive, passionate and thorough. Has working experience and education within graphics and design. Interests include video games, cooking and cosplay.

## EMPLOYMENTS

### Plotagon

Sept 2013 – Feb 2014  
(*Internship Jan 2013 – Aug 2013*)

### 3D Artist

Building props and environments for a movie-making app using Maya and Unity. Tasks included modeling, texturing, lighting, optimizing and bug-testing. Hired after a 6 months long internship.

### Backup Event

2012-2013

### Sampler

Working for various companies, handing out promotional flyers and product samples on the street.

### Caliptus

2014

### Marketer/Demonstrator

Raising awareness for brands and products by cooking and giving out free samples in stores.

### Remarkable

2014

### Event Personnel/Demonstrator

Different projects within marketing. For example giving out free samples, arranging activities for children and demonstrating various products.

## EDUCATION

### Futuregames

2011-2013

### 3D Graphics

Modeling, texturing, animation, rigging, rendering. Game projects in collaboration with Game Design students.

### Nackademin

2014 - present

### Front End Development

User friendly web design, HTML, CSS, Java script and graphics.

**International IT College  
of Sweden**  
2008-2011

## Media Production

Photoshop, text communication, C++, web design.  
Focus on advertisement and film. International  
approach, with several subjects being taught in English.

## SKILLS

- Photoshop
- Web design
- 3D Modeling
- 3D Sculpting
- Basic HTML/CSS
- Maya
- Zbrush
- Unity
- Dreamweaver
- 2D-graphics

## LANGUAGES

**Swedish** - Fluent

**English** - Fluent

## OTHER

Driver's License B