



JONAS ÖSTLING

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WORK EXPERIENCE

3D Artist, TGBVFX, Copenhagen, March - May 2020

- 3D artist, lighting, shading, texturing and VFX.
- Worked on commercials and a upcoming feature film.

3D Artist, Redloop, Malmö, 2008-2019

- 3D artist, focus on lighting, shading, texturing and VFX.
- Created graphics and animation for TV, commercials, corporate movies and webpages.
- Clients included companies such as Sony, IKEA, SVT and Tetra Pak.

Web designer, Webbentus, Uppsala 2008

- Web design and graphic design

Web designer, Freelance, Uppsala, 2005-2008

- Web design projects for local companies

Web developer/designer, Libro TIME AB, Uppsala, Autumn 2000

- Internship and project position

Uppsala Stadsauktioner, Uppsala, Autumn 1998

- Auction assistant, warehouseman.

EDUCATION

Art History A 20p Uppsala University, Autumn 2004

- General art and architecture history

Creative Programming, Design and Animation, Högskolan i Gävle, 2001-2004

- Degree of Bachelor of Social Science
- Major: Computer Science, Minor: Media and Communication
- 120 credits, courses in 3D, graphic design, game design, film, interactive design.

Web producer, Bolandsskolan, Uppsala 1999

- Web design (HTML, JavaScript, and ASP) and graphic design.

Upper Secondary School, Ekebyskolan, Uppsala 1995-1998

- Social Science

LANGUAGES

- Swedish, English

SOFTWARE SKILLS (SELECTED)

- Maya, V-ray, Redshift3D, PhoenixFD, Adobe Creative Suite, Substance, Mudbox, Realflow

OTHER SKILLS

- Quick learner
- Colour and composition theory, editing and virtual cinematography.
- Strong teamwork and collaboration skills.
- Experienced in giving and receiving feedback to adapt and improve my work.
- Scripting experience (MEL/Python).

REFERENCES AVAILABLE UPON REQUEST