

CV

Personal Record

Name: Kristian Mårtensson
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Education

2007 - 2009 Digital Graphics studies at Nackademin, Stockholm, Sweden
2003 - 2006 Media Technology studies at KTH, Stockholm, Sweden
2003 High school degree in natural science with emphasis on computer science

Work Experience

February 2011: Alphasoft

I designed, modeled, animated and rendered a logo for a fresh starting company called Alphasoft.

January - February 2011: Mattias Härenstam (artist)

I worked on an artvideo which was directed by Mattias Härenstam.

I did modeling, texturing, rigging and animation, Calle Granström was head of the VFX-team.

2009 - 2010: Milford Film & Animation

I've had several project-based employments at Milford during 2009 and 2010. I worked mainly as modeler and texturer, but I've also had logistics roles and some minor animation parts.

February 2007: Wasteland (band)

Design and graphics for a record cover and booklet for a Swedish band called Wasteland.

December 2006- January 2007: Netcompetense

Project employee at Netcompetense in Stockholm, Sweden. I worked on an e-course.

Summer 2005: Swedish Meats

Pallet Packer at Swedish Meats in Uppsala, Sweden.

Language

Swedish: Native language
English: Fluent

Computer Knowledge

I've got working experience with Maya, Photoshop and zBrush (most experience in modeling and texturing, but I've got the basic understandings of other parts too), I'm currently also learning Mari to further improve my abilities as an texturer.

Interests

Graphics, 3D, Photo Manipulation, Web Design
Traveling
Playing and listening to music