

Address:

Nicklas Molinder
Drottning Kristinas Väg 4B
654 63 KARLSTAD
SWEDEN

Phone: +46736718832**Skype:** nicklas.molinder**Mail:** contact@nicklasmolinder.com**Web:** www.nicklasmolinder.com

RESUMÈ

PROFFESIONAL EXPERIENCE

- 2015-03-12– Present SHAPEMAKER CGS
Owner, Concept & 3D artist
Clients:
BACILL PRODUCTION AGENCY
BOBBYHOUSTON
ODDWAY FILM PRODUCTION
DONE PRODUCTIONS
LENNANDIA ADVERTISING
REAGENT COMMUNICATIONS
- 2014-12-12– 2014-12-15 BOBBYHOUSTON (Sweden)
Animation, Modeling, Grading/Shading, Texturing
- 2014-09-24 – 2014-09-26 ODDWAY FILM PRODUCTION (Sweden)
Animation, Modeling, Grading/Shading, Texturing, Storyboard
- 2014-09-01 – 2014-09-19 ODDWAY FILM PRODUCTION (Sweden)
Animation, Modeling, Grading/Shading, Texturing, Storyboard
- 2014-08-11 – 2014-08-29 ODDWAY FILM PRODUCTION (Sweden)
Animation, Modeling, Grading/Shading, Texturing, Storyboard
- 2014-06-04 – 2014-07-18 ODDWAY FILM PRODUCTION (Sweden)
Animation, Modeling, Grading/Shading, Texturing, Storyboard
- 2007 – 2009-08 TAG REKLAM AB (Sweden)
Screen printing manager
Screen printing, transfer printing, printing on profile clothing and gift items, Large-format printing. Strip-up of truck cars and sign manufacturing.
- 2004 – 2007 4-SOUND, KARLSTAD (Sweden)
Retail sale, mostly of Guitars, guitar accessories and music studio products.

INTERNSHIPS

- 2012-11 – 2013-01 ZYGOMATIC ANIMATION STUDIOS AB (Sweden)
Character modeling and texturing, assets modeling and texturing, Character animation
- 2010 – 2011-06 DOCKHUS ANIMATION AB (Sweden)
4 hours per week, *beside* studies.
Prop-making, 2D animation line-clean up, post production

EDUCATION**PROGRAM**

UNIVERSITY WEST

2010 – 2013	<u>3D ANIMATION & VISUALIZATION, BACHELORE DEGREE</u>	<u>180HE</u>
	Introduction to digital Graphics (IDA101)	7.5HE
	The history of the animated pictures (DBH100)	7.5HE
	3D Graphics (TDB100)	7.5HE
	Sound and moving picture production (LRA100)	7.5HE
	3D modeling & visualization (TDG100)	7.5HE
	Visual communication (VKG100)	7.5HE
	3D project I, artistic perspective (DPP101)	7.5HE
	3D project I, project methodology (DPP102)	7.5HE
	Digital narration techniques (DBA101)	7.5HE
	3D animation & simulation (DAS201)	7.5HE
	Entrepreneurship in media production (EIM100)	7.5HE
	Visual creation (VIG200)	7.5HE
	Post Production (EPB101)	7.5HE
	Cognition and interaction (KIB101)	7.5HE
	3D project II, artistic perspective (DPK200)	7.5HE
	3D project II, design methodology (DPR200)	7.5HE
	Character animation (KAN400)	7.5HE
	Workplace education in media production II 15HE (VMB302)	15HE
	Design Theory (DTC101)	7.5HE
	Research methods: media production (FMC610)	7.5HE
	Thesis work in media informatics 15HE (EXC509)	15HE

2006 – 2011

COURSES

GOTLAND UNIVERSITY

<i>Concept art I</i>	(KGK739)	15HE
<i>Concept art II</i>	(KGK769)	15HE
<i>3D modelling and Zbrush</i>	(KGK744)	15HE

UNIVERSITY OF GÄVLE

<i>3D modelling and animation in Open source-environment</i>	(EXC509)	15HE
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KARLSTAD UNIVERSITY		
<i>Soundsettings I</i>	(GM9021)	22.5HE
LULEÅ UNIVERSITY OF TECHNOLOGY		
<i>Artistic anatomy and sculpture 15HE</i>	(M0040D)	15HE
UNIVERSITY WEST		
<i>Digital video production</i>	(DVA101)	7.5HE
<i>Vector based illustrations and animation</i>	(VAA100)	7.5HE
<i>Markup language and HTML</i>	(KHA101)	7.5HE
<i>Art and design for media production</i>	(BFA115)	7.5HE
<i>Art, film and graphic design in media project</i>	(KFA100)	15HE

SKILLS AND EXPERTISE

SOFTWARE KNOWLEDGE

Autodesk MAYA
Modo
Cinema 4D
Substance Painter
Agisoft Photoscan
Adobe Photoshop
Pixologic Zbrush
Marvelous designer
Adobe AfterEffects
Headeus UV layout
Foundrys NUKE

RENDERER

Mental ray
Vray
Keyshot

SKILLS

Organic Modeling
Hardsurface Modeling
Photogrammetry
Retopology
Rigging
Concept art
Creative modeling
Traditional sculpting
Character animation
UV-mapping
Photobashing
Animation

