

CURRICULUM VITAE

[Joakim Palmkvist]
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Employment

May 2010 - august 2010	TD	Forestlight Studios
March 2010 - April 2010	Animator, 3D generalist	Naive
January 2010 - April 2010	Char TD, Compositing	Imagination Studios
July 2009 - December 2009	TD, Character animator	Whiteshark
May 2009 - June 2009	Graphical designer	DreamHack
May 2008 - August 2008	3D generalist/Compositing	ZUT, Stockholm
January 2008 - present	3D animator, particle effects	Startrek Gatekeeper
January 2008 - May 2008	2D&3D-artist	Splinter Arts, Stockholm
May 2007 -November 2007	2D&3D-artist	Splinter Arts, Stockholm
January 2007 - May 2007	3D-artist	Transmit/Receive, Söderhamn
August 2004 - Present	Security guard	SBT, Stockholm

Education

January 2005 - February 2006	Internship	Fido Film, Stockholm
2004 - 2006	Digital Graphics	Nackademin, Stockholm
2003 - 2004	Military Service	Kungsängen, Stockholm
2000 - 2003	Media	Mediagymnasiet, Stockholm

Language skills

Swedish	Native
English	Fluent

Technical skills

Alias Maya	Excellent
Adobe Photoshop	Excellent
Adobe After Effects	Excellent
Maya mel	Above average
Zbrush	Average
Anime Studio	Average
Realviz Matchmover	Average
Sony Soundforge	Average
Flash	Basic
Dreamweaver	Basic

Specification:

Forestlight Studios, full-time/part time
may 2010 - august 2010

In Forestlight Studios (formerly known as Whiteshark) I worked on a tv series pitch and did these things:

- I rigged 3 rodent characters
- I reworked the body topology on all characters for better deforming results.
- Sculpting facial and corrective blendshapes for the characters.

Naive, full-time
March 2010 - April 2010

During my time at Naive (formerly known as Splinter Arts) I did one major project for Friday TV and ACNE. I illustrated a tv-show idea they had with animation and illustrations.

I also did the setup on a renderfarm they had. I used Maya and Backburner for the setup, the computers was also equipped with remote desktop control.

Imagination Studios, full-time/part time
January 2010 - April 2010

I worked on a personal project in cooperation with Imagination Studios. We were participating in the CgTalk competition B-movie.

I rigged 4 characters for this project although 1 was scrapped since we didnt have enough time to animate and render the whole story.

I also did some minor work on modeling, texturing, lighting and editing.

The video won the "Team Entry Video Excellence" award.

Whiteshark, full-time
July 2009 - December 2009

I worked at Whiteshark as a TD and character animator. During my time at Whiteshark I worked with three different projects; *Gnomes and Trolls 2*, *Baby pirates* and *Astrid silverlock*.

My part in the *Gnomes and Trolls 2* project includes:

- Rigging production props, sets and fixing/completing old rigs that are broken or in need of attention.
- Character animation.

My part in the *Baby pirates* project includes:

- Rigging production characters, props and sets.
- Approving and correcting topology on models before going into rigging for optimal deforming.
- Sculpting facial and corrective blendshapes for all characters.
- Character animation.

My part in the *Astrid silverlock* project includes:

- Rigging layout characters, props and sets.
- Rigging production characters, props and sets.
- Approving and correcting topology on models before going into rigging for optimal deforming.
- Sculpting facial and corrective blendshapes for all characters.

During my time at Whiteshark I have also written In-house tools e.g. an autorigger.

Dreamhack, part-time

may 2009 - june 2009

During the pre-production for Dreamhack Summer 2009 I worked as the teamleader, assigning work for three other artists. I designed a new logo and an animated VS-screen for Dreamarena.

As the event took place in June I worked as a photographer, making graphics and animation needed on the spot. Dreamhack is the worlds largest digital festival, www.dreamhack.se and Dreamarena is a part of Dreamhack that shows the e-sport on a big cinema screen.

ZUT, full-time

may 2008 - august 2008

I made two pilot episodes for an animated tv show called "Sim Sala Bim", it is a show for children made for Swedish television. I rigged five very different characters e.g. a child swing and a tire. After I animated the pilots, I also composited them into real life photage.

Startrek Gatekeeper, free time

january 2008 - present

Startrek Gatekeeper is a nordic based cooperation that will result in a feature film. I help out by producing special effects, rigging stuff and animating.

Splinter Arts, full-time

may 2007 -november 2007

january 2008 - may 2008

At Splinter Arts I worked as a 3D generalist and animator. I worked with an animated Swedish sitcom called "Myggan". I worked with the program Maya producing sets that I modeled, shaded, lighted and rendered. For the animation I used Anime Studio and when there were need for extra compositing it was performed in After Effects.

Transmit Receive, halftime

january 2007 - may 2007

I made a music video for a band called "Moist". I modeled a heart, some blood and three different

fantasy body landscapes. I also animated and composited the video.

Fido Film, full-time, internship

january 2005 - february 2006

When I had my internship at Fido Film I had the chance to work with the feature film "Frostbitten", which won prizes at "Fantasporto" and "Screamfest". My part in the movie was to do 3D-tracking, lighting and rendering colorpasses. I also animated the texture for one of the deathscenes.

Svensk Bevakningstjänst, full-time/part-time

august 2004 - present

I sometimes dress up in fancy clothes and guard stuff, most of the time I work in receptions handling clients and customers. Other times I chase down bad guys and handle burglar alarms.

References

Dan Santos	Animator Mobile: [0709757569]	Freelance
Maria Avramova	Animation Director Work: [086604330] Mobile: [0735981059]	Forestlight Studio
Andreas Öhman	Crative producent E-mail: andreas@naive.se	Naive
Carl Johan Listerby	Art Director E-mail: carljohan@listerby.com	Freelance

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