

# ROBIN KAULIO



0735 23 66 72  
robinkaulio@gmail.com

## Introduction

I'm a creative and highly driven part-time student from Lindome with a degree in Computer Graphics Design – Product Visualization. I'm currently studying game design on a flexible schedule.

## Education

2020 – 2021 **Game Design**, 7,5 HP, Luleå Tekniska Universitet, distance education

2018 – 2020 **Computer Graphics Design, Product Visualization** Yrigo, Lindholmen

2020 – 2020 **Programming 1** C++, Campus Mölndal

2018 – 2018 **Graphic Communication** Campus Mölndal

2017 – 2018 **Art and Design 1b** Folkhögskolan, Göteborg

2014 – 2017 **Arts Programme, Theatre** Aranäsgymnasiet, Kungsbacka

## Work Experience

2020 – 2020 **3D Artist, Internship** Berge, Göteborg

With focus on 3D animation and visualization alongside image and video editing. Worked both with clients and in-house to visualize products. Used Maya, After Effects and Photoshop.

2019 – 2020 **3D Artist, Internship** Wishfully Studios, Göteborg

3D animation, rigging and modelling for games. Worked in Maya and Unity.

2019 (Summer) **Mask/Makeup Assistant** Liseberg, Göteborg

Assistant to Liseberg's makeup artists. Created face and scalp prosthetics for our zombies, clowns and other characters in preparation for the 2019 Halloween season.

2018 (Summer) **Photoshop Teacher** CGI, Göteborg

Teacher in Photoshop for kids age 8–14 at the company's annual computer courses. I was responsible for the planning and execution of the lessons and activities together with my colleagues.

2017 – 2018 **Substitute Teacher** Mölndals Stad, Mölndal

Substitute teacher for middle- and primary school in the municipality of Mölndal for a shorter period. Assignments at short notice meant fast planning and much improvisation.

2017 (Summer) **Programming Teacher** CGI, Göteborg

In 2017 I taught simple programming skills in QuirkBot to the older kids. I was responsible for the planning and execution of the lessons and activities together with my colleagues.

2015 – 2016 (Summers) **Camp Counsellor** Mölndals Stad, Mölndal

During four weeks each summer I worked at a day camp at Djursjön. This included tasks such as teaching canoeing and guiding the kids both at land and out on the lake.

## Software Knowledge

Maya	3Ds Max	Unity	Unreal Engine
Photoshop	Illustrator	InDesign	After Effects
Premiere	Final Cut	Blender	Visual Studio
Substance Painter	3DCoat	Audition	Microsoft Office

## Languages

- Swedish: Native proficiency
- English: Full proficiency

## Other Merits

- Basic programming skills in C# and C++
- B driving license

## Portfolio

[robinkaulio.com](http://robinkaulio.com)

*Robin Kaulio*