

Karin Rindevall

Animator and Digital Artist

Resumé

Work Experience

2012 – Hello There – Artist & Animator

At Hello There I created art assets in both 2D and 3D.

2008-2012 – Junebud AB – Animator & Technical Artist

My main responsibility at Junebud was to rig and animate 2D/ 3D art assets and effects. As a technical artist I was part of designing systems and pipe lines. I also had leading responsibility of MilMo's character team. In content phases I created 2D and 3D art assets.

2008 – Högskolan i Skövde – Game Artist

I was hired to make 2D art and animations for a serious games project called Elinor. It was a research project to find out if games could help stroke patients recover.

2007 – present – Wagon Wheel Comics – Colorist

I have been freelancing as a comic artist for Wagon Wheel Comics since 2007. I mainly work as a colorist for cover art, but I also illustrate for Wagon Wheel Comics' magazines.

Education

2013 – The Animation Workshop – 3D Character Animation – professional course

2010 – Högskolan på Gotland – Flash Animation – distance course

2010 – Högskolan på Gotland – Concept Art – distance course

2006 – 2009 – Computer Game Development – Graphics – Bachelor's Degree

2002 – 2005 – Traditional Animation Programme – Upper Secondary School of Eksjö

Projects

Tuff Tanks

2011 August – 2012 June

Turn based artillery shooter for iPad developed by Junebud for Aeria Games & Entertainment 2011-2012. A launch title for Aeria Mobile. Launched August 2012.

My roles: Animator, Technical Artist, Texture Artist, 2D Artist, 3D Artist, Vector Artist, Cleanup Artist, Trailer Editor, Effects Artist & Content Scripiter

Tools: Unity 3D, Autodesk Maya, Rage Spline, Adobe Photoshop, Inkscape, Vector Magic, Adobe Illustrator, Adobe After Effects, Adobe Premiere, Hansoft & Tortoise SVN

Team size: 15 people, including 4 artists

MilMo

2008 October – 2012 August

An Early browser 3D MMO based on Unity 3D. First 3D MMO on Facebook and on Orkut. Very early Swedish Free-2Play entry. Launched December 2009.

My roles: Animator, Technical Artist, Lead Artist, Content Scripiter, Texture Artist, 2D Artist, 3D Artist, Cleanup Artist, Trailer Editor & Effects Artist

Tools: Unity 3D, Autodesk Maya, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Adobe Flash, Hansoft & Tortoise SVN

Team Size: 15 people, including 5 artists

Unannounced project prototype

2012 April – 2012 May

Developed in Unity 3D for iPad/iPhone by Junebud.

My roles: Animator, Technical Artist & Effects Artist

Tools: Unity 3D, Autodesk Maya, Adobe Photoshop, Hansoft & Tortoise SVN

Team Size: 3 people, including 2 artists

Testament

September 2008 – December 2008

Adventure PC game. A product commissioned by the Church of Sweden. Pre production.

My roles: Animator, Technical Artist, 3D-Artist

Tools: ZeroFPS, Autodesk Maya, Adobe Photoshop

Team Size: 7-10 people, including 4 artists

Elinor

September 2007 – January 2008

Serious game developed for a research project to help stroke patients rehabilitate. The game was installed into a wooden box with a screen and string attached handles functioning as controls. It was tested in the homes of stroke patients. The final report was called *Gamers against All Odds*, published in the book *Learning by Playing*, ISBN: 9783642033636.

My roles: 2D Artist and Animator

Tools: ZeroFPS, Autodesk Maya, Adobe Photoshop

Team Size: 5 people, including 3 artists

Skills

Softwares

Autodesk Maya, Unity 3D, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Adobe Illustrator, Adobe Flash, Adobe InDesign, InkScape, Hansoft & Tortoise SVN

Languages

Swedish and English

Main interests

Animation, Rigging, Video editing & Comics

Additional interests

2D Art, Lowpoly modeling, Texturing, Art production pipeline & Optimization

Basic knowledge

Interface design & Concept Art

Contact

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