

CURRICULUM VITAE | Amanda Kihlström

WORK EXPERIENCE

AEGIK AB, Sala – Lead Artist & Assistant Art Director **Aug 2013 – Present**

AEGIK AB, Sala – Junior Art Director **Aug 2012 – Aug 2013**

Working in a small team with the company's main project *War Arcana*.

Main duties being various illustrations, icons and art directing.

King.com, Malmö – Game Artist **Sep 2012 – March 2013**

Worked together in a large team with the social game *Pet Rescue*.

Work would include concept art, finish and stylized graphics, basic JSON-file editing and sprite sheet animation.

Vishindo AB, Stockholm – Graphic Artist **Nov 2011 – July 2012**

Together with a small team created and finished the game *Pop the Frog*.

Worked freely with concept, animation, GUI and finished and stylized graphics.

CAREER DEVELOPMENT COURSES

HGO, Gotland – 3D-modeling with Zbrush 15 ECTS **Aug 2011 – Nov 2011**

The course provides an overall understanding of 3D modeling and digital sculpting with Zbrush. Trained to build, texture and work with (Zbrush) high polygon models.

EDUCATION

Örebro University, Örebro – Digital Media Design **Sep 2009 – Jan 2010**

- Laws concerning Publication in Sweden (Communications and Digital Media Design Program) 2 ECTS.

- Science and Critical Inquiry (Communications and Digital Media Design Program) 6 ECTS.

Electro AB, Örebro – Digital Design **Aug 2006 – June 2009**

- A three-year high school in a program that focused on

Digital Design, multimedia, Entrepreneurship, Web Design,

Photoshop, Flash animation as well as Filming, sound and recording techniques.

-Highest marks in English B, Digital Design, Fine Arts, Project Management and Swedish A + B.

PUBLICATIONS

IMAGINE FX, 2014 – Featured in the Exposé section. Issue no 104.

2dArtist Magazine, 2014 – Full sketchbook article feature. Issue no 108.

LANGUAGES

Swedish: Native language.

English: Fluent