

Elin Mikkelsen

Character Animator

Current location: Stockholm, Sweden
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Portfolio: <http://elinmikkelsen.com/>

Work experience

Warhammer End Times Vermintide (2015)

Fatshark AB, jan 2014- present
<http://vermintide.com/>

Character Animator, Keyframe fullbody animations for enemy NPCs.
First person keyframe animations for player characters.

Escape Dead Island (2014)

Fatshark AB, jun-july 2014
<http://fatsharkgames.com/>

Motioncapture editing, ingame cutscenes.

My Little Hero (2012)

Acne Play, jan 2011- jun 2011
<http://acneproductions.com/>

3D generalist.

Dip Desperado, Doritos (2011)

Acne Productions, jan 2011- jun 2011
<http://acneproductions.com/>

3D generalist, Motion graphics animator.

Education

Future Games Academy, 3D Graphics

Game Development Vocational Education, 2012-2014
<http://futuregames.se/>

Nackademin, Digital Graphics

Visual Effects Vocational Education, 2009 – 2011
<http://nackademin.se/utbildningar/digital-graphics/>

Graphics Software

Autodesk Maya, Motionbuilder, Mudbox
Adobe, Photoshop, After Effects, Premiere Pro
Pixologic Zbrush

Game Engines

Autodesk Stingray/ Bitsquid
Unreal Development Kit
Unity

Team Collaboration & Project Tracking Software

Confluence
Atlassian JIRA
Pivotal Tracker

Programming Skills

Basic Lua
MEL

Languages

Swedish- Native
English- Fluent

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