

Alexandra Malmquist
Malmö - 27 Jan 2016
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CV

EDUCATION

2013-2016	The Game Assembly <i>thegameassembly.com</i>	Advanced Diploma in Higher Vocational Education, game art.
2012-2013	Kvarnby Comic School <i>kvarnby.fhsk.se/serieskolan</i>	Comic Creation, basic year.
2010-2012	The Art School of Dômen <i>Domenkonstskola.se</i>	Traditional painting program.
2007-2010	Nils Ericsons Gymnasiet <i>Upper Secondary School</i>	Natural science program

INTERNSHIP

2015-2016	Betadwarf Entertainment <i>betadwarf.com</i>	Independent game studio in Copenhagen.
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SKILLS

●●●●●	Photoshop	<i>I handle the program with great ease.</i>
●●●●○	Maya	<i>I handle the program with ease.</i>
●●●○○	Zbrush	<i>I handle this program effortlessly.</i>
●●●○○	Unity	<i>I handle this program effortlessly.</i>
●●○○○	UDK	<i>Comfortable but inexperienced.</i>

EXPERIENCE

2014, 2015	Nordic Game Conference	Volunteer worker.
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EMPLOYMENT

2011-2015	Nursing Assistant	I have been working at a geriatric care facility.
2013	Published Comic	My comic strips were published in Sydsvenskan.
2010-2012	Teaching drawing classes	I held drawing classes at Medborgarskolan.

LANGUAGE

Swedish	Native language
English	Full professional proficiency
French	Confined knowledge.

References available upon request.