

Erik Wiklander

3D Modeler

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ELIGIBLE TO WORK IN:

Sweden: Motherland
Canada: Permanent Resident

OBJECTIVE

To work in a creative environment with passionated people and alongside them grow as an artist. To put myself outside my own comfort zone and produce high quality work for the audience to experience and enjoy.

SOFTWARE

Autodesk Maya	Experienced
Photoshop	Experienced
ZBrush	Experienced
Shotgun	Experienced
Autodesk 3DS MAX	Knowledgeable
Marmorset	Knowledgeable
xNormals	Knowledgeable
Substance Designer	Knowledgeable
Substance Painter	Knowledgeable
UnrealEngine	Knowledgeable
XGen	Familiar
Renderman	Familiar
Unity	Familiar
Nuke	Familiar

SKILLS

Prop, Environment,
Modeling Organic,
Hard Surface Modeling
Sculpting (ZBrush)
UV mapping, Texturing and PBR
Blendshapes (Maya BlendShapeTool)
Basic Rigging, Weight Painting.

SECONDARY SKILLS

Basic concept Art
Basic anatomical understanding
Basic Animation
Shot finaling

EDUCATION

(VFS) Vancouver Film School
3D Animation and Visual Effects
2013/08 - 2014/08 (Diploma)

(PSQ) Playgroundsquad Falun
3DArist
2011/08 - 2013/06 (Diploma)

INDUSTRY EXPERIENCE

Zoink
Internship
2013 (5 Months)

Studio Voltz
3D Artist
2014/10 - 2015/02 (5 Months)

Rainmaker Entertainment Inc
Junior CG Generalist
2015/02 - 2015/11 (10 Months)

Bron Animation
Junior Modeler
2015/11 - 2016/06 (7 Months)
Junior Modeler CG Generalist
2016/06 - 2017/07 (13 Months)
Modeler
2017/07 - 2020/03 (32 Months)

REFERENCES

Please contact me for references.