

CV

Moa Åkesson

Education

- 2014 -** **The Game Assembly , Technical Artist, Advanced diploma in higher vocational education, Malmö**
www.thegameassembly.com
- 2009 - 2012** **Computer Games Development – Graphics 180 credits**
Högskolan i Skövde Bachelor of Arts
With a major in Media Arts, Aesthetic and Narration
Thesis "Studies in human motion using motion capture and keyframe animation"
www.his.se/dataspel/

Skills

- 3D Software** Autodesk Maya
Autodesk Motionbuilder
- Motion Capture** My experience is with a passive optical mocap system and its dependencies, such as rigging the systems, recording and editing the data.
- Scripting** Some basic scripting skills in Python
- Other** I'm also proficient with SVN and basic windows programs.

Employment

- 2013- 2014** **Kindergarten teacher/Arkitektens förskola Malmö**
- 2008 – 2009** **Ticnet AB / Malmö arena (cashier)**

Language

- Swedish**, native language
English, Full professional proficiency

Nonprofit Work

Worked as a Bartender at the Student Union Building in Skövde 2009-2011.

References: Given upon request

Portfolio: www.moaakesson.com