

Carl Stålnäbb

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Education:

08 2001 – 05 2004

**Jenny Nyström High School – Esthetics and Fine Arts
Kalmar SWEDEN**

General required courses including: Fine Arts, Life Drawing, Art History, Photography and Movie Editing.

05 2005 – 08 2008

**University of Gotland – Game design and Graphics
Visby SWEDEN**

Complete program Game Design and Graphics and will shortly receive a Bachelor of Arts in Game Design, courses include: Advanced Math, Life Drawing, Level design, Advanced Game design, 3d Modeling, Concept Art, Team Building and Production. The education let us work both as individuals and as a part of a team on several projects.

08 2008 - Current

**University of Gotland - International Game Productions Studies I
Visby SWEDEN**

The course takes the students through different focus areas from idea / concept development, via planning and production, to release. Throughout the course students receive up to date knowledge on managing both consumer and competence target groups on a global market from a selection of leading international game industry, business, art and design professionals.

Work Experience:

12 2004 – 04 2005

Säve High School – Internship
Visby SWEDEN

Teaching Assistant in Movie Editing using iMovie.

12 2007 – Current

Digital Agitation – Internship
Visby SWEDEN

Assigned to create a pre-rendered intro sequence for one of their titles.

05 2008 – 08 2008

University of Gotland – Teacher
Visby SWEDEN

Teacher – Online course Web design.

“The course gives an introduction to how you build a website that’s user friendly and appealing. The course also covers how to build a website with dynamical content”.

05 2008 – 08 2008

University of Gotland – Teacher
Visby SWEDEN

Teacher – Online course Introduction to 3D graphics.

“The student gets to learn how to work with 3D modeling and animation through exercises that include materials, texturing, lightning, modeling and rendering”.

11 2008 – Current

University of Gotland – Teacher
Visby SWEDEN

Teacher – Introduction course to 3dsmax and Zbrush pipeline.

“The student gets to learn the pipeline between 3dsmax and Zbrush aswell as the workflow between Zbrush and Photoshop for texturing purpose”.

Additional Skills:

Applications

Good experience in applications: Adobe Photoshop, Adobe Flash, Discreet 3dsmax and Pixologic Zbrush. Novice experience in applications like Adobe Illustrator, Adobe After Effects, Motionbuilder, Corel Painter and Alias Sketchbook.

Programming

Good experience in programming languages: HTML, XHTML and CSS. Novice experience of PHP, MySQL and Flash Actionscript.

Language

Fluent in Swedish and English.