

Monika Mikucka

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RESUME

Employments

2016 - 2017	Station Interactive AB	2D Artist Intern, created DLC concept for Little Big Planet 3 & Marketing.
2012 - 2014	ACT	Created websites & other chores.
2012	University of Skövde, distance work	Freelance, created diverse 3D models.
2011	Nintendo/Academic Work	Demonstrated Kid Icarus: Uprising for Nintendo 3DS.
2010	Image & Form	Trainee, created conceptual art & assets.
2009	Svenska Kyrkan Tidaholm	Created 2D/3D assets for a game.

Education

2014 - 2017	The Game Assembly thegameassembly.com	Advance Diploma in Higher Vocational Education, 2½ years.
2013	University of Gotland hgo.se	Online class, 15 p.
2006-2009	University of Skövde his.se	Game Art Program. Degree of Bachelor of Arts. 180 p.

Experiences

2015, 2016	Nordic Game Conference	Volunteer
2012	Driver's License B	
2011, 2014	Guest Tutor	Educated about game art at a school for a day.
2008	Iji, Indie Game project	Voice Actress

Experiences

Photoshop	I handle this program effortlessly.
Autodesk Maya	I handle the program well.
Substance Painter	I am comfortable using the program.
Zbrush	I am comfortable using the program.
Illustrator	I am comfortable but inexperienced.
Dreamweaver	I am comfortable using the program.

Language

Swedish	Native language.
English	Full professional proficiency.
Polish	Comfortable with speaking.
Japanese	Basic knowledge .

References – I will leave upon request!