

MONIKA MIKUCKA

Antenngatan 33 H, 421 33, Västra Frölunda, SWEDEN

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RESUME

WORK EXPERIENCE

2009 GRAPHIC ARTIST, Swedish Church

I was hired by the Swedish Church (Tidaholm) during the summer. I was a graphic artist in the video game project *Testament*. My chores were 3D-modeling, texturing, animation, creating interface, creating icons, designing a graphic manual and draw concept illustrations. I improved myself a lot in 3D modeling and likely, I also managed to finish the deadlines earlier than planned.

2007 – 2008 | GRAPHIC ARTIST, University of Skövde

I was a graphic artist in the video game project *Elinor*, I worked together with a friend. I created 2D graphics and animation. I learned to co-operate swiftly and finished my assignments quickly.

2007 | ASSISTANT, Östersjöresor AB

I was a trainee at the travel agency Östersjöresor AB. My job was to entertain the place (copying, wrote tickets, cleaning and so on), I had contacts with different customers regarding the tickets and alike. I improved my social skills with customers and managed to work in an office much better.

2004 – 2005 | TUTOR, ABF

I was a tutor at ABF in Gothenburg and I was responsible of handling the course about manga. I had good contacts with the children. My job was to teach the individuals the basics in how to draw manga. I received more pedagogical experiences with children and as well as youths.

EDUCATION

2006 – 2009

University of Skövde, 180 points, video game development – graphic.
Took Bachelor Degree 2009.

2005 – 2006

University of Gothenburg, Japanese A and B classes, 40 points.

2002 – 2005

Upper Secondary School Schillerska, Gothenburg, aesthetic program - art.

COMPUTER KNOWLEDGE

I've worked with these following programs and have good experiences with:

Adobe Photoshop
Adobe Dreamweaver
Adobe After Effects
Adobe Premiere
Autodesk Maya
Corel Painter
Microsoft Office
OpenCanvas

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DEGREE PROJECT, OTHER PROJECTS AND EXPERIENCES

2009 | DEGREE PROJECT

I've worked with an animation movie (with fake-gaming moments) by myself called *Desert Rose – Hidden Truth*. It was an experiment about how the process went (from storyboard to post-production). I've worked on many kinds of tools during these six months, like storyboarding, writing a dialogue, 3D-modeling, adding texture, animation and music and sound timing.

2008 | GRAPHIC ARTIST, ILLUSTRATOR

I was a graphic artist in the video game project *Arietta* at The University of Skövde. My job was to create models, textures and animation. I also created a website for the project and drew illustrations for the introduction.

2007 | GRAPHIC ARTIST, ILLUSTRATOR, ANIMATOR

I participated in an animation project *EnGarde á la Carte* at The University of Skövde for eight weeks. My job was to create props, characters, creating textures, developed one level design and graphical user interface.

GRAPHIC ARTIST, ILLUSTRATOR, ANIMATOR

I participated as a graphic artist in the video game project *Stoned at* The University of Skövde for five weeks. I animated 2D graphics and created backgrounds for the game.

LANGUAGES

Swedish – Mother tongue

English - Good knowledge in writing and speech.

Polish – Speaks fluently, decent knowledge in writing.

Japanese – Basic Knowledge in writing and speech.

REFERENCES – I'll leave upon request!