



JESPER
LINDBORG

DESIGN / ANIMATION / 3D

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Objective

Use my knowledge and skills in a production/creative team to create ground breaking and award winning projects.

Education

Hyper Island - Stockholm, Sweden, 2006-2008.
2 year Diploma program in Digital media. www.hyperisland.se

Upper Secondary School - Stockholm, Sweden, 2001-2004.
Media, Design and Leadership program.

Experience

Sony PlayStation - Freelance Designer/Animator 2011. London, UK.

Spent 2 months in Sony Playstations London Studio. Doing in-game design and animation work for an upcoming PlayStation®Move title.

Mainframe - Full time Designer/3D Artist 2010-2011. London, UK.

Work included TV-commercials, Infomercials, look and design development, pitch boards, and compositing. With clients like Nickelodeon, Sony, MTV and EA games.

Shilo - Freelance Designer/3D Artist 2010. New York, NY.

Work included 3D work for a TV-commercial for Mountain Dew and a pitch for Lincoln cars.

Deep Focus - Freelance Art Director 2010. New York, NY.

Worked on various pitches with clients including XBOX, Microsoft Windows, and Audi America.

Transistor Studios - Full time Designer/Animator 2008-2009. New York, NY.

Had an active role in multiple project during my 14 month employment. My tasks varied from design boards, animation, 3D modeling and compositing. I would take part in all or any given steps in the production process. Clients Including Pepsi, Sprint, Cheetos

Swedish Television (SVT) - Freelance Designer/Animator, 2008. Växsjö, Sweden.

Creation of graphics and animations for multiple online games for Swedish Televisions web existence.

Me and You - Freelance Designer/Animator 2008. Stockholm, Sweden.

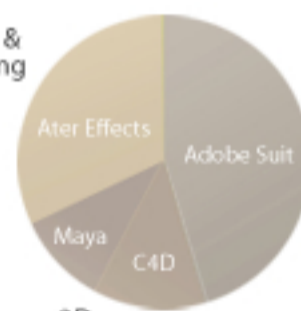
Creation of graphics and animations for web advertisement for the stockholm based creative agency, Me and You.

Skills

General knowledge:

- Concepting
- Art direction
- Design/Illustration
- Animation
- 3D
- Compositing

Animation & Compositing



Design / Direction / Concept

In depth knowledge:

3D:

- Modeling
- Texturing
- Animation
- Rigging
- Lightning
- Particle Simulation

Animation/compositing:

- Compositing process start to finish
- Character animation
- 2D Animation
- Particle simulation

Design

- Concept boards
- Story boarding
- Idents and graphical profiles

Application knowledge:

- Adobe Photoshop CS
- Adobe After effects CS
- Maxon Cinema 4D
- Autodesk Maya
- Adobe Illustrator CS
- Adobe Flash CS
- Next Limit Real Flow
- Adobe Premiere

References

Adam Jenns – CEO, Mainframe.

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Aaron Baumle – Associate Creative Director, Transistor Studios.

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