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Niklas Lundgren

About me	I'm a creative person who always been creating in visual media, whether its on paper or on screen. I love to entertain people and audiences with my creations and animations.										
Education	<table border="1"><tr><td data-bbox="561 528 1037 860">2/2002–4/2002 3D Animation Scholarship Program<ul style="list-style-type: none">Selected by course instructor based on skills and work ethics to further develop animation reel for 3D festivals.Independent and self-reliant development of reel supervised weekly by mentor from the animation and 3D industry (Keith Ingham).</td><td data-bbox="1037 528 1439 860">Vancouver Film School</td></tr><tr><td data-bbox="561 860 1037 1173">4/2001–2/2002 3D Animation & Digital Effects Program<ul style="list-style-type: none">Covered every aspect of the field including: classical animation, character design, life drawing, story boarding, sculpture, 3D modeling, 3D animation texturing, rigging, lighting, digital effects.Independent and self-motivated program developed strong work habits.</td><td data-bbox="1037 860 1439 1173">Vancouver Film School</td></tr><tr><td data-bbox="561 1173 1037 1680">8/1997–6/2000 Technical Illustration<ul style="list-style-type: none">3 year course, 120 points, equivalent to a BA.Completed projects towards the industry as part of the education, in teams or alone depending on the size of the project.Area of focus: Information design, multimedia, homepage design, layout, 3D, perspective, technical illustration, airbrushing.Won a scholarship for being the most inventive and creative student at the information design department at the university.</td><td data-bbox="1037 1173 1439 1680">University of Mälardalen</td></tr><tr><td data-bbox="561 1680 1037 1912">8/1995–5/1997 Fine Arts<ul style="list-style-type: none">Area of focus: Drawing, painting, sculpture, life drawing.Completed courses in stone carving and al fresco.</td><td data-bbox="1037 1680 1439 1912">Art school of Gotland</td></tr><tr><td data-bbox="561 1912 1037 2080">8/1991-5/1993 Fine Arts<ul style="list-style-type: none">Area of focus: Drawing, painting, life drawing.</td><td data-bbox="1037 1912 1439 2080">The Public Art school at LFHS</td></tr></table>	2/2002–4/2002 3D Animation Scholarship Program <ul style="list-style-type: none">Selected by course instructor based on skills and work ethics to further develop animation reel for 3D festivals.Independent and self-reliant development of reel supervised weekly by mentor from the animation and 3D industry (Keith Ingham).	Vancouver Film School	4/2001–2/2002 3D Animation & Digital Effects Program <ul style="list-style-type: none">Covered every aspect of the field including: classical animation, character design, life drawing, story boarding, sculpture, 3D modeling, 3D animation texturing, rigging, lighting, digital effects.Independent and self-motivated program developed strong work habits.	Vancouver Film School	8/1997–6/2000 Technical Illustration <ul style="list-style-type: none">3 year course, 120 points, equivalent to a BA.Completed projects towards the industry as part of the education, in teams or alone depending on the size of the project.Area of focus: Information design, multimedia, homepage design, layout, 3D, perspective, technical illustration, airbrushing.Won a scholarship for being the most inventive and creative student at the information design department at the university.	University of Mälardalen	8/1995–5/1997 Fine Arts <ul style="list-style-type: none">Area of focus: Drawing, painting, sculpture, life drawing.Completed courses in stone carving and al fresco.	Art school of Gotland	8/1991-5/1993 Fine Arts <ul style="list-style-type: none">Area of focus: Drawing, painting, life drawing.	The Public Art school at LFHS
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Experiences

1/2004- Freelancer

Freelancing 3d artist and Animator

- Currently working as a character animator & 3D artist freelancer doing work for various companies in Sweden, including "Filmtecknarna", "Fido film", "Swiss International AB" and "Milford Film and animation".
- Character animated 5 Eniro commercials during 2006 and 2007.
- Modelled, textured and shaded buildings, produce and products for 2 Minute Maid commercials and one Southern Comfort commercial during 2006.
- Modelled, rigged and animated for 4 Kellogg's fruitstreamer commercials during 2005.
- Animated and modelled for a highprofiled commercial for BMW in 2004

3/2003-1/2004 Trickster Productions AB

Producer, 3D artist and Animator

- Been involved in running the company in every conceivable aspect, financially and creatively.
- Produced and created various spots for TV and the web nationally and internationally.

6/2000-4/2001 Infotiv AB

Technical Illustrator and 3D Artist

- Created illustrations and educational images for various companies including SAS, Volvo, Allgon Microwave.
- Sole responsible for all illustrations created for an educational package for Allgon Microwave.

Accomplishments

11/2003

- "Swords & Diapers" comes in first place at the annual Twisted Sinema Short Film Festival.

3/2003

- Started up a 3D & VFX company, Trickster Productions, from scratch with an associate.

7/2002

- Placed third in the student animation competition at ACM Siggraph 2002 with my animation reel: "Swords & Diapers"

3/2002

- Started up my own company where I mainly do hand drawn medical illustrations, airbrush and paintings.

8/1996

- Held an art exhibition showing some of my work entitled "the village that disappeared".

**“Swords & Diapers”
Festivals and
Screenings.**

- Giggles Shorts: International comedy short film festival, Toronto. Screened 8/2002
- ACM Siggraph 2002, San Antonio, Screened and came in 3rd place at the students animation competition. 7/2002
- Twisted Sinema Festival, Toronto, Screened 9/2002, won viewers choice in 8/2003 on the second screening.
- Platform Festival, San Fransisco, Screened 3/2003
- Currently running on: www.lfilm.com as an I-film pick.
also on: www.zoo-render.com, www.filmwatchers.com,
www.infilm.de

Program experience

- Softimage XSI
- Maya (mainly animation)
- Adobe Photoshop
- Adobe Illustrator
- Adobe After effects
- Adobe Premiere
- Combustion
- Flash

Interests

Work out, spend time with my family, running, animation, movies, reading, games and painting.