

Curriculum Vitae of Niklas Gustafsson

Name: Niklas Åke Gustafsson

Place and date of birth: Turku, 7.7.1979

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Computer and software skills: Microsoft Windows, MacOS, MS-DOS,
MS Office-software, basics in HTML, CSS,
JavaScript and Perl

3D Studio MAX
Softimage XSI
Lightwave
Adobe Photoshop
Adobe Illustrator
Adobe Flash + Actionscript basics
Adobe Dreamweaver
Adobe Premiere
Adobe InDesign
Macromedia Freehand
Macromedia Director + Lingo basics
Corel Draw

Education: 2006-:
MA-studies at the *Media Lab in University of Art and Design Helsinki*. Specialize in 3d animation, information visualization and game studies. Expected date of graduation: Fall 2009.

2003-:
Studies at the Institute of Art History at *Åbo Akademi*,
Turku, Finland.

2003:

BA of Art in Media and Communication from *University of Applied Sciences Arcada*, in Espoo, Finland. Focus on design of web and multimedia content. Subject of BA-thesis deals with the aspects of form and texture in photorealistic 3D graphics as it is applied in practice in a case of virtual archeology.

1998:

Matriculation exam from *Katedralskolan i Åbo*, Senior High School.

Language skills: Fluent finnish, swedish and english.
Basic knowledge of german.

Work experience: 2007-:
Graphical User Interface Designer at *Linja Design*.

2005 - 2006:
Game artist at *Rovio Mobile Ltd*. Designed in-game and UI graphics for several mobile game projects.

2004 - 2005:
2D and 3D graphic artist at *Redlynx Ltd*. Produced graphic assets for the Nokia N-Gage game High Seize.

2004:
Editing and compositing animations in Macromedia Flash for *Email Cartoon Oy*. Freelance work.

2004:
Lectures in Macromedia Flash at *University of Applied Sciences in Turku*.

September 2002 - April 2003:
Military serviceman graphic designer at the *Finnish Navy Headquarters*.

May-August 2001:
Web designer at advertising agency *Ojalasaari*.
Internship.

May-August 2000:
Graphic designer at new media company *Kuulalaakeri Oy*.
Internship.

1999-:

Co-founder and creative designer at the new media agency *Nettikala*. In 2003 name changed to *Blulabs Digital Media Solutions*.

June-August 1998:

Web designer at new media company *Kuulalaakeri Oy*.
Internship.

References:

2007:

Espoo 550 -animation spots commissioned by the city of Espoo for their 550th anniversary. Produced at the Media Lab Helsinki (TaiK). Areas of responsibility included storyboarding and animation.

2007:

“*On the Way to Ecocity*” -animation short film commissioned by VTT and produced at the Media Lab Helsinki (TaiK). Main responsibilities were character design, 3d modelling and animation.

2003:

Multimedia for the Finnish Navy. The multimedia presents the different troop types and equipment of the Navy. The multimedia was first published at the Vene 03 -boat fair in Helsinki.

2001:

Graphic and multimedia design for the interactive DVD horror movie “*Suojärvi*”.

2000:

Interactive artwork, “*Nemo*”, at the 37° -art exhibition in Helsinki. The exhibition was part of the Helsinki City of Culture 2000-project.

1997:

Interactive artwork, “*Tinman*”, on display at the Ihminen / Människan -art exhibition at Aboa Vetus & Ars Nova-museum in Turku.

1996:

3rd place in the computer graphics section of the international art competition “*Tools*”.