

# Tim Haag Resumé

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Residence	Berlin, Germany
Date of birth	20 October 1990
Language	English - Fluent Swedish - Native
Skills	Modeling, sculpting, texturing, skinning, rigging, gameplay animation
Select Programs	Maya, ZBrush, Photoshop, Substance Painter, Unreal Engine 4, Unity 5, Quixel Suite, After Effects, JIRA, 3Ds Max, Tortoise Hg

## Experience

Feb 2017 - present	<b>Hardscore Games GmbH</b> 3D character artist and Animator
Mar 2016 - Jan 2017	<b>Freelance Artist</b> <i>Working with various clients on projects of various lengths with 3d modelling, mainly characters but also props.</i>
May 2015 - Jun 2015	<b>Seppuku</b> (for Tension AB och Playstation First) 3D Artist <i>Produced graphics and animation for the game Ruckus Rumble to take it to the next level and cleared for release on PSN for Playstation 4.</i>
Mar 2015 - May 2015	<b>A Sweet Studio AB</b> Internship <i>Worked with visual effects and concepting for a unannounced mobile game built in Unity 4.</i>
Nov 2014 - Mar 2015	<b>Ridgid-Soft AB</b> Character Modelling and Animation Intern <i>My assignments included the production of a playable character with interchangeable clothes and character animation for a early beta of the PC game Lifeles in Unreal Engine 4.</i>

## Education

Aug 2013 - May 2015	<b>PlaygroundSquad (upper vocational school)</b> Vocational Degree in Game Art
Sep 2010 - Jun 2013	<b>University of Skövde</b> Bachelor Degree in Computer game development - Graphics
Sep 2009 - Jun 2010	<b>Södertörn University</b> Databaseprogramming and graphical design (separate courses)