

TUA WESTER

GAME ANIMATOR AND TECHNICAL ANIMATOR

EXPERIENCE

Rovio Entertainment

Animation Internship
January - August 2020

Animation internship. I worked with character, prop and UI animation both in Maya and inside of Unity, doing everything from rigging, skinning, animation and implementation. I also did some VFX.

PROJECTS

PIECE

Project Lead | Animator

PIECE is an abstract 2D animation made as my senior year project at Animationsakademien. It was produced and animated entirely by myself. I worked in close collaboration with Robin Henriksson who composed and produced the music.

Elsa and the Night

Character Animator | FX Animator

Elsa and the Night is a 2D animated short based on the children's book of the same name. I was brought in by Jöns Mellgren and worked remotely with a small team of other animators on the film. I worked primarily with character and FX animations, as well as inbetweens and cleanup.

Summit

Animator | Rigger | VFX Artist | Tech Artist

Summit is a single player adventure puzzle-platformer game made during a 4 week gameproject at FutureGames. I created all the VFX, worked with shaders as well as modelled, rigged and animated the enemies and final boss.

Queen of the Elements

VFX Artist | Tech Artist

Queen of the Elements is a 4-player local co-op game develope made during a 2 week game project at FutureGames. I created all the VFX, modelled the player characters and created all of the shaders. I also worked closely with the 2D and 3D artists to keep the style consistent.

The Owlchemist: Mire of Malice

Animator | VFX Artist | Tech Artist

The Owlchemist: Mire of Malice is a single player adventure exploration game made during a 7 week gameproject at FutureGames. I created all the VFX, the majority of shaders and animated the main character.

CV 2020

TUAWESTER.COM
tuawester@gmail.com

SKILLS

3D & 2D Animation
Technical Animation
Real-time VFX
Technical Art
Illustration

SOFTWARE

Autodesk Maya
Unreal Engine 4
Unity

TVPaint
Clip Studio Paint
Adobe Photoshop
Adobe Premiere

LANGUAGE

Swedish (Native)
English (Fluent)

EDUCATION

FutureGames

3D Graphics

2018 - 2020

3D Graphics education for game development where I specialised in 3D animation, technical animation and real-time VFX.

Animationsakademien

Animation och Experimentfilm

2014 - 2016

All-encompassing animation course where I focused on traditional and tradigital 2D animation.

Sigtuna Folkhögskola

Foto & Film

2013 - 2014

Foto & Film - Photography and filmmaking - education.