

TUA WESTER

2D & 3D GAME ANIMATOR

CV 2024

TUAWESTER.COM
tuawester@gmail.com

EMPLOYMENT

Resolution Games

Animator
October 2023 - Present

Animator on various projects within the company.

Right Nice Games

2D & 3D Animator | VFX Artist
October 2020 - October 2023

Resident animator and VFX artist. I worked both with in-house projects and as a consultant on the game project Ultros.

Rovio Entertainment

Animation Internship
January - August 2020

Animator on the game Angry Birds Legends. I worked with character, prop and UI animation both in Maya and inside of Unity, doing everything from rigging, skinning, animation, implementation and some VFX.

SKILLS

2D & 3D Animation
Real-time VFX
Rigging
Illustration

SOFTWARE

Autodesk Maya
MotionBuilder
Unreal Engine
Unity

Clip Studio Paint
TVPaint
Adobe Photoshop
Adobe Premiere

GAME PROJECTS

ULTROS

Lead Animator | Artist | VFX Artist
January 2021 - June 2023

Ultros is a 2D Metroidvania released in February 2024. I was brought in by Niklas Åkerblad, aka El Huervo. I worked primarily on bosses, NPCs, enemies, as well as additional animations for the player character, most cinematic animations and some VFX.

LANGUAGE

Swedish (Native)
English (Fluent)

2D 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 by Jöns Mellgren. I worked remotely with a small team of other animators, primarily with character and FX animations, as well as inbetweens and cleanup.

STUDENT GAME PROJECTS

Summit

Animator | Rigger | VFX Artist | Tech Artist

Summit is a single player adventure puzzle-platformer game developed during a 4 week gameproject at FutureGames. I created all the VFX, worked with shaders as well as modeled, 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 developed during a 2 week game project at FutureGames. I created all the VFX, modeled 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.

EDUCATION

FutureGames

3D Graphics
2018 - 2020

3D Graphics education for game development where I specialized 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.

EXTRAS

3D Course Teacher

Weekend Job at Tekniska Museet.