

# Rasmus Björk

Technical animator



## EDUCATION

**2017 - 2019 - The Game Assembly** — Higher Vocational Education in Technical Art

**2016 - 2017 - The Game Assembly** — Higher Vocational Education in Game Art (unfinished)

**2009 - 2012 - Blekinge Institute of Technology** — Bachelor of Science in Media Technology, specializing in Game Art

## WORK

**2015 - 2016 - Rydebäcks montessoriskola(SE)** — Substitute teacher

Responsible for a class of 20 children aged 10-12. I was primarily teaching Math, English, Swedish, Natural Science and Music.

**2013 - 2014 - Enzyme testing laboratories(CA)** — LQA tester/Lead tester

Responsible for the Swedish localization of games from companies including Ubisoft and Sony. Held a position as temporary lead tester for ~3 months.

**2012 - 2013 - Babel Media(CA)** — LQA tester

Responsible for the Swedish localization of games developed for Facebook as well as for mobile platforms.

## EXPERIENCE

**2017 - Nordic Game Conference(SE)** — Volunteer

Volunteered for NGC 17 as part of the social media team..

**2014 - 2015 - Soul Bar & Bistro(NZ)** — Bartender/Bar back

Responsible for bar stocking, mixing drinks and coffee. Promoted from bar back to bartender in 3 months.

References available upon request.

## CONTACT

www.rasmusbjork.com  
(+46) 707 69 79 31  
bjork.rasmus@gmail.com

## SKILLS

Autodesk Maya



"I handle it effortlessly"

Photoshop



"I handle it effortlessly"

Python



"I handle the language well"

Houdini



"I am comfortable using this software"

Unreal Engine



"I am comfortable using this software"

Autodesk MotionBuilder



"I have some experience in this software"

## LANGUAGE

Swedish - Native

English - Full Professional Proficiency

