

# JOHAN EKORN

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## OBJECTIVE

Technical Animator / Artist / CharacterTD / Programmer

## SKILLS PROFILE

- Maya expert
- Strong understanding of both Figure and Facial Anatomy
- MEL, Python and C# experience

## EMPLOYMENT HISTORY

### **Technical Animator, Rovio Entertainment Ltd**

12/8/2013 — Present

*Stockholm, Sweden*

- Animation
- Rigging
- Unity coding (C#)
- Game development

### **Technical Animator / Artist, EA Digital Illusions CE AB**

6/1/2006 — 8/8/2013

*Stockholm, Sweden*

- Art and Animation pipelines
- Character rigging with high quality deformations and facial setup
- Battlefield 4
- Battlefield 3
- Battlefield Vietnam
- Battlefield Heroes
- Mirrors Edge

### **Technical Animator, Kaktus Film AB**

3/1/2006 — 6/1/2006

*Stockholm, Sweden*

- Animator on "Crazy Frog - We Are The Champions"
- Animator on "Goleo - FIFA World Cup"
- Technical Setup, Rigging, Facial Setup
- MEL scripting

### **Technical Animator, Guerrilla Games**

12/1/2005 — 3/1/2006

*Amsterdam, Netherlands*

- Research, maintain and develop animation rigs for "Killzone 2"
- Facial setup, research and tools
- MEL scripting and Maya tools development

### **Lead Animator, Tussilago AB**

6/1/2005 — 12/1/2005

*Gothenburg, Sweden*

- Responsible for all animation on short film "Barnkalaset", aired on Swedish national television
- Rigging and facial setup for all characters
- MEL scripting

**Technical Animator, Kuju Entertainment Ltd**

1/1/2005 — 6/1/2005

*Brighton, United Kingdom*

- Rigging and facial setup for all characters on "Play 3"
- MEL scripting

**Technical Animator, UDS - Unique Development Studios AB**

6/1/2003 — 5/1/2004

*Gothenburg, Sweden*

- Animator on project "The Kore Gang"
- Rigging and facial setup for characters

ACTIVITIES

- Teaching dance courses and workshops, Stockholm, Sweden
- Musician, Playing saxophone total of 17 years, Sweden