

JENNIFER ASTON



EXPERIENCE

Goo Technologies, Stockholm – 3D Artist Intern

2014/11 - 2015/06

- *Mountains of Mouthness*
Two mountains shouting out tweets in real time.
A project which explored text to speech through hashtags on Twitter.
I was part of the team creating the 3D world.

EDUCATION

FutureGames, Stockholm – Game Development, 3D-Graphics

2017/09 - Current

Konstskolan i Stockholm – Art & Design

2016/09 - 2017/06

PlaygroundSquad, Falun – Game Development, 3D-Graphics

2013/09 - 2015/06

NTI, Stockholm – Upper Secondary School Degree

2007/09 - 2010/06

Media - with a focus on graphic design

WORK EXPERIENCE

Klättercentret, Solna – Receptionist & Instructor

2017/09 - Current employee

Äventyrsbanan, Stockholm – Instructor

2017/04 - 2017/11

Instructor for high rope courses and team building for both adults and children

FOI, Kista – Phone & IT-Support

2013/02 - 2013/08

I was responsible for the standardization of the mobile devices, as well as installing an app to increase the security of using mail, contacts and calendar on the phones.

The work assignments also included writing manuals and general support during the project.

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I'm a 3D artist with a great interest for environmental storytelling and prop design. I have a predilection for anything related to nature and cute stylized designs

SKILLS

STYLIZATION

MODELING

SCULPTING

TEXTURING

COMPOSITION

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