

Peter Schulman

born July 12, 1984

Erik Bassentie 10 D 50
02780 Espoo
FINLAND

phone: +358-40-7639623
peter@livingdeadpixels.com
<http://livingdeadpixels.com/peter>

Relevant work experience:

- Sep 2009- Junior Game Artist, Digital Chocolate, Inc, Helsinki, Finland
Working as part of the Digital Chocolate Helsinki Operations team, creating 2D and 3D graphics, animations, illustrations and marketing assets for mobile and iPhone games, such as Crazy Penguin Christmas, Pirate Ship Battles and 3D Rollercoaster Rush Jurassic 2
- Jun-Sep 2008 Game Artist Trainee, Digital Chocolate, Inc, Helsinki, Finland
User interface graphics, illustrations and various other artwork for Digital Chocolate's Party Island virtual world
- Jan-April 2008 Intern, Nelonen Media, Helsinki, Finland
Motion graphics and screen-based graphic design for the various TV channels run by Nelonen Media
- Jun-Aug 2007 Intern, Valo Media Centre, Vantaa, Finland
Teamed up with two other 3D animation students to teach ourselves the free 3D software Blender, and used it to create a short animation, Night of the Living Dead Pixels
- 2008- Freelance work for Digital Chocolate and Nelonen Media, among others.

Education:

- 2005-2009 Bachelor of Culture and Arts (Medianomi), with focus on 3D Animation and Visualisation
Metropolia University of Applied Sciences, Vantaa, Finland

Main skills:

2D and 3D game art and animation, screen based graphic design, illustration, motion graphics, 3D modelling, lighting, rendering and compositing

Software experience:

3D: 3ds max, mental ray, Blender, ZBrush
2D: Photoshop, After Effects, Illustrator, Flash
Scripting in Python, PHP and Java/Processing

Language skills:

Swedish (native), Finnish (fluent), English (fluent)