

# Karl Lindberg

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## OBJECTIVE

To get hands on experience with the process of visual development and creating concept art. Working in an inspiring environment amongst inspiring people.

## EDUCATION

*Academy of Art University*, San Francisco, CA  
**Sept 2005 - Present**  
Major: Illustration

*Konstfack University*, Stockholm, Sweden  
**Aug 2001 - May 2003**  
Selected to join elite 2D animation program

## WORK EXPERIENCE

*Steven Michael Beck*. San Francisco, CA  
Creating portal design for website.  
**November 2009 -**

*Steven Michael Beck. Key Quest*. San Francisco, CA  
**June 2009 – August 2009**  
Developed and created detailed environments and ideas for a new children's TV Show. Pencil Sketches and Digital collages.

*Yaya Productions*. Stockholm, Sweden  
**May 2008 - Present**  
Digital Imaging, Photo Retouching

*Target Earth Pictures*. San Francisco, CA  
**June 2007 - October 2007**  
Creating character designs for a movie project

*Lili De La Lune*. San Francisco, CA  
**June 2007 - July 2007**  
Designed main model illustration and logos for fashion company.

*Fjord Network AB*. Stockholm, Sweden  
**May 2003 - Aug 2004**  
Created promotional illustrations for a telephone/teleconference company catering primarily to businesspeople.

*Sune P. Atelier (Animation Studio)*. Eksjo, Sweden  
**Aug 2000 - August 2001**  
Private, one-on-one classes with head teacher of Animation at Konstfack University, focusing on creating a 2D animation film. Mostly used Photoshop, Aftereffects, Flash and ToonBoom.

Learned principles of Animation, focusing on creating storyboards, screenwriting, character design, environmental design and creating the movie through step-by-step process of animation.  
Responsible for opening and closing studio.

### **SKILLS**

Punctual and dedicated to doing what it takes to meet deadlines.

Fast learner with excellent prioritization skills.

Positive attitude and high-energy enthusiasm.

Very clear on my objectives and ready to work hard to achieve them.

Advanced with programs including Photoshop, Painter, Illustrator.

Knowledgeable with modeling and animating in Maya, also knowledgeable with Z-Brush, AfterEffects, and all Microsoft Office Programs.

Fluent in Swedish, and English.

### **AWARDS/ACHIEVEMENTS**

Selected as runner up in the Concept Art category for "Digital Artist 2009"

Featured in the artist book: "Exotique 5"

Awarded image of the day at "ImagineFX"

Selected to show at the highly competitive Academy of Art University art show 2006 - 2009.