



# ANNE SCHULIN

CG ARTIST | GENERALIST

I am a versatile CG generalist with a strong work ethic who finds joy in working with others. I enjoy learning new things, and I strive to always be broadening my skillsets and strengthening my existing ones.

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## Work experience

- 2022-2021 **Post Mouse, Game project in Unreal 4**  
The Animation Workshop, Denmark  
CG generalist
- 2021-2020 **How was your day at school, NGO commercial project**  
The Animation Workshop  
CG generalist, pipeline supervisor
- 2020 **A Rainy Day, 2D TV spot project**  
The Animation Workshop  
Generalist, pipeline supervisor

## Software



## Skills

- | Main skills | Secondary skills |
|-------------|------------------|
| Modelling   | Rigging          |
| Sculpting   | Concepting       |
| Texturing   | Scripting        |
| Shading     | Compositing      |

## Other work experience

- 2022-2018 **Ølluminati, Brewbar**  
Viborg, Denmark  
Specialty beer bartender

## Languages

- Danish** Native
- English** Fluent
- German** Intermediate

## Education and courses

- |           |  |           |  |
|-----------|--|-----------|--|
| 2023-2019 | <b>The Animation Workshop, Via university College</b><br>Viborg, Denmark<br>Bachelor in Computer Graphic Arts      | 2017-2016 | <b>Psychology, Aarhus University</b><br>Aarhus, Denmark<br>University level course |
| 2019-2018 | <b>The Drawing Academy, The Animation Workshop</b><br>Viborg, Denmark<br>Masterclass in classical drawing          | 2016-2013 | <b>VUC Aarhus</b><br>Aarhus, Denmark<br>High school                                |
| 2018-2017 | <b>Design and drawing course, School of Art and Design</b><br>Aarhus, Denmark<br>Masterclass in design and drawing |           |  |