



# Mikael Jansson

Digital Sculptor

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## Objective

Together with designers I want to experiment and be creative with shape and function in 3D. For me it is important to find the optimal execution and to express the craftsmanship of surface modelling. I believe usability and quality should be the keywords in product development.

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## Experience

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| <b>GM Europe / Adam Opel AG</b> - Russelsheim, Germany, 11 months<br>Surface modelling, interior for production. From concept stage to IDR quality. | 2012        |
| <b>Concept Group International</b> - Coventry, UK, 6 months<br>Surface modelling, exterior for Infiniti EMERG-E Concept.                            | 2011        |
| <b>Scania Internship</b> - Södertälje, Sweden, 10 weeks<br>Surface modelling, exterior and interior.  | 2010        |
| <b>Web Design</b> - Freelance<br>Designing and coding with HTML, CSS, PHP and MYSQL.  | 2004 - 2011 |

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## Education

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| <b>Design Technology - KY-Akademien</b><br>Surface modelling in Alias and Icem Surf.   | 2009 - 2011 |
| <b>Model Making - Formakademin</b><br>Clay modelling, hard modelling, architecture models.   | 2007 - 2009 |
| <b>Electronic &amp; Computer Science</b><br>Digital technology, web development, PC hardware, Novell, Microsoft SQL, Windows Server. | 2002 - 2005 |

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## Interests & Skills

**Surface Modelling**, Visualization, Graphic Design, **Photography**, Architecture, **Model Making**, In-lines Skating, Web Design, House Renovating, V-ray, **Rhino 3D**, Keyshot, **Adobe Fireworks & Photoshop**

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## References

References from GM Europe and Concept Group International available on request.