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Monika Mikucka

EXPERIENCES

JUST FOR THE WIN AB, Göteborg — Game Artist

JUN 2017 - DEC 2017 | Worked with 2D assets, concept art, and various marketing materials.

THE STATION INTERACTIVE, Karlshamn — Intern 2D Artist

AUG 2016 - APR 2017 | 2D Artist Intern, created DLC concept for Little Big Planet 3 & Marketing.

ACTNET/ZANDPARTS, Linköping — Webdesigner/Storage employee

SEP 2012 - JUN 2014 | Created websites & other chores, such as logistics and invoice tasks.

NINTENDO/ACADEMIC WORK, Göteborg — Game Demonstrator

2011 | Demonstrated Kid Icarus: Uprising for Nintendo 3DS during an event in Göteborg.

IMAGE & FORM, Göteborg — 2D Artist, trainee

2010 | Trainee, created conceptual art & assets.

SVENSKA KYRKAN TIDAHOLM, Skövde — Game Artist

2009 | Created 2D/3D assets for a game.

EDUCATION

THE GAME ASSEMBLY, Malmö

SEP 2014 - APR 2017 | www.thegameassembly.com | *Advance Diploma in Higher Vocational Education, 2½ years.*

UNIVERSITY OF GOTLAND, online class

2013 | www.hgo.se | *Concept Art Course*

UNIVERSITY OF SKÖVDE

AUG 2006 - JUN 2009 | www.his.se | *Game Art Program. Degree of Bachelor of Arts.*

OTHER EXPERIENCES

NORDIC GAME CONFERENCE, Malmö

MAY 2015, MAY 2016 - Volunteer.

FOLKHÖGSKOLA ÄDELFOR, Ädelfors

2011,2014 - Art Guest Tutor.

DRIVER'S LICENSE

2012

IJI - INDIE GAME PROJECT, Skövde

2008 - Voice Actress

PROGRAM EXPERIENCES

Photoshop	I handle this program effortlessly.
Autodesk Maya	I handle the program well.
Substance Painter	I am comfortable using the program.
Zbrush	I am comfortable using the program.
Illustrator	I am comfortable but inexperienced.
Adobe After Effects	I am comfortable but inexperienced.
Dreamweaver	I am comfortable using the program.
InDesign	I am comfortable using the program.

LANGUAGES

Swedish	Native Language
English	Full professional proficiency
Polish	Comfortable with speaking
Japanese	Basic Knowledge

REFERENCES - I will leave upon request!