



TANYA BENGTTSSON

GAME ANIMATOR



WORK EXPERIENCE

2020-2021

TVNS SCANDINAVIA AB

WEB CONTENT MANAGER

Webdesign in Wordpress and MOJO CMS. Image editing in photoshop. Video editing in Premiere. Copy writing and outsourcing.

2019-2020

READYNEZ

WEB MARKETING ASSISTANT

Course launches in Umbraco CRM System. Ad hoc CMS updates to courses. Translations of blogs and coursepages from Danish and English to Swedish. Creation and test of mailers in emailing templates. SEO optimization using MOZ.com

2014-2020

HEMFRID

CLEANING AND CHILD CARE



EDUCATION

2021-2024

THE GAME ASSEMBLY

GAME ANIMATION

Keyframe animation in Maya and Motion Capture in Motion Builder. Rigging, skinning and Modeling in Maya. Implementation in Unreal and Unity. Creating 8 games over 2 years.

2020-2020

BLEKINGE TEKNISKA HÖGSKOLA

3D-MODELLING & CHARACTER ANIMATION

Modelering, texturing, weight painting and animation in Maya.

2015-2018

HÖGSKOLAN I BORÅS

BACHELOR IN INFORMATION ARCHITECTURE
SPECIALIZATION: WEB CONTENT MANAGER AND DESIGNER

Creating content for the web with focus on SEO, UI and UX. HTML5, CSS3, JavaScript och JQuery. CMS (WordPress och Episerver). Writing, Image editing and video editing.



SKILLS & EXPERTIZE

MAYA



MOTION BUILDER



MOTION CAPTURE



UNREAL



RIGGING



KEYFRAME



PHOTOSHOP



INFO



NAME

TANYA BENGTTSSON



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WEBSITE

WWW.TANYABENGTSSON.SE

SOCIAL



LINKEDIN

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INTERESTS

- 3D MODELING
- PAINTING
- MY DOGS
- HIKING
- READING