



Amanda Hakim
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EDUCATION

| | | |
|-------------|---|---|
| 2015 - | The Game Assembly <i>thegameassembly.com</i> | Advanced Diploma in Higher Vocational Education in Graphical Arts |
| 2014 - 2015 | LifeAssays, Lund <i>lifeassays.com</i> | Engineering Master Diploma work |
| 2008 - 2015 | Faculty of Engineering (LTH) <i>lth.se</i> | Master of Engineering in Biotechnology |
| 2012 - 2013 | Comic Art School, Kvarnby college <i>serieskolan.kvarnby.fhsk.se</i> | Art education with focus on graphical novel creation |

SKILLS

| | |
|-------------------|-------------------------------|
| Maya | Excellent |
| Photoshop | Excellent |
| Zbrush | Very Good |
| Substance Painter | Very Good |
| Unreal Engine 4 | Good |
| Unity | Basic |
| Swedish | Native language |
| English | Full Professional Proficiency |
| French | Beginner |

EXPERIENCE

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|-------------|---|------------------------|
| 2015 – 2017 | The Game Assembly, 7 projects <i>thegameassembly.com</i> | Game artist |
| 2016 | Nordic Game Conference <i>conf.nordicgame.com</i> | Volunteer |
| 2013 | Wayne GE <i>wayne.com</i> | Customer service |
| 2013 | Grayhaven Comics “Hey Kids, Fantasy!” | Published comic artist |
| 2012 | SYSAV <i>sysav.se</i> | Risk Analyst |

References available upon request