

Daniel Bronnvall  
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## Education

Product Visualisering, Yrgo, Gothenburg Sep 2018- Jun 2020  
Higher vocational education in computer graphics design.

Media and information technology, NTI gymnasiet, Stockholm Aug 2013- Jun 2016  
Secondary school education with focus on game coding, game design and graphics.

Basics and advanced course in 3d graphics, Linné universitetet, distans Jan 2017- Jan 2018  
2 courses in 3d graphics in the program 3ds Max.

## Employment

Rapid Images, Gothenburg  
Working fulltime in the automotive department where I work as a 3D generalist. During my time there I have worked with Volvos car configurator, helped set the look and feel, workflow and done a ton of images for Volvos features project, participated in the AKQA production for the EX90 release and where a big part in the ZEEKR X environment launch images. Sep 2021 - current

Industriromantik, Gothenburg  
Had my second internship at Industriromantik where I learned a lot about Maya, animation and working against a client. Feb 2020 - Maj 2020

Berge, Gothenburg  
My second internship period was at a Berge, here I learned how to look at an image and put time in to learning the programs Substance Designer and Phoenix FD. Sep 2019 - Dec 2019

ESEN Studio, Gäddet, Stockholm  
Worked one to two days a week with production of e-sport show which was broadcasted live on the streaming website Twitch. Okt 2015- Sep 2018

Vattenfall, Solna, Stockholm

Worked part time with clearing Vattenfalls database and helped with a bit of economics.

Nov 2016- Juli 2017

Kindergarten, Rågsved, Stockholm, Summer job

Worked as kindergarten teacher for kids in the age span 4-6.

Jun 16 2014- Aug 04

## Övriga Meriter

English 7

Completed the course English 7 in secondary school and have good speaking, reading and writing skills.

Coding 2

Did the course Coding 2 in secondary school, have an understanding of coding and can and write a little bit in C#