

# Eric Thelander

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## Specialties

Computer Animation

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## Experience

### **Senior animator at Grin**

April 2008 – present

### **Junior lecturer at University of Skövde**

September 2007 – May 2008 (9 months)

### **Acting junior lecturer at University of Skövde**

January 2007 - August 2007 (8 months)

### **Head of program at University of Skövde**

July 2004 - December 2006 (2 years 6 months)

Responsible for developing and managing one of three game development programs. Approximately 90 students attended the program (computer graphics) at any given point during this period.

### **Guest teacher at University of Skövde**

January 2004 - December 2006 (3 years)

### **Animator at Amuze**

October 2003 - November 2003 (2 months)

A month contract for animating cinematics and cleaning motion capture for the game Headhunter 2:Redemption, released on XBOX and Playstation 2

### **Hourly paid guest teacher at University of Skövde**

August 2003 - September 2003 (2 months)

### **Hourly paid guest teacher at University of Skövde**

April 2003 - May 2003 (2 months)

### **Founder/Animator at Shaved Owl**

January 2001 - December 2001 (1 year)

The company lasted for a year but never managed to produce any real profit. During the year I worked on animated material for SVT Mosquito, Mintstation and University of Gävle.

### Education

#### **Högskolan i Gävle**

Kreativ programmering, 2000 - 2001

#### **Luleå tekniska universitet**

Computer Graphics, 1999 – 2000

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### Honors and Awards

Golden Apple (Guldäpplet) Award for Outstanding Teaching, 2006

### Recommendations

"Eric is a very valued coworker and teammate to me. He is professional, competent, creative and smart. I can recommend Eric without hesitation."

— **Karin Hansson**, *Senior Lecture Media Arts, The University of Skövde*, worked directly with Eric at University of Skövde.