

Karin Rindevall

Animator | Digital Artist | Game Developer

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SUMMARY

Experienced 3D and 2D Animator with 18 years of experience in the game industry. Played a substantial role in several indie titles such as [Steamworld Dig 2](#), [Steamworld Quest](#), [Steamworld Heist 2](#) and [The Gunk](#).

EXPERIENCE

Senior Animator

Thunderful Games

2020 - 2025

Created art and animation for The Gunk and SteamWorld Heist 2. Created animation pipelines and led a small animation team of 3.

Senior Animator and Lead Artist

Image & Form Games

2018 - 2020

Created art, animation and rigs for the SteamWorld Games and The Gunk. Co-created animation pipelines and led an art team of 8.

Animator and Artist

Hello There Games

2012 - 2018

Created art assets, rigs, particle effects and animation for various 2D and 3D-titles such as Avicii Gravity, Kung Fury Street Rage and Avicii Invector.

Animator and Lead Artist

Junebud

2008 - 2012

Lead a small art team and created all of the rigs and animations for the Web Based 3D MMO Milmo; an early Unity Game.

STRENGTHS

Project Accountability

I have a huge drive to see the bigger picture of the project, understand all the steps in the chain and not only focus on my discipline alone. I find it easier to scope and stick to deadlines this way.

Team Player

Regardless of the scope and time limit, I want to do my best to ensure that my team and coworkers are having fun, pushing what they are good at and avoid overworking.

SKILLS

3D Animation • 2D Animation
• Rigging • Maya • Blender •
Motionbuilder • Unity • Unreal
Engine • Character Animation
• Photoshop • Clip Studio
Paint • Game Development •
Mobile Games • Leading •
Concept Art • Particle Effects
• Storyboarding • 3D
Modeling • UV-Mapping •
Texturing

INTEREST

Creating Comics • Swimming
• Running • Hiking • Hanging
out with my 1 yo son ♥

EDUCATION

The Animation Workshop

3D Character Animation - Professional Course

2013 - 2013

Took some time off between jobs to deep dive into acting in 3D animation.

University of Skövde

Bachelor's degree, Game Graphics

2006 - 2009

Activities and societies; freelanced in two paid projects at University of Skövde (Illustration and Serious Game Graphics).

LANGUAGES

Swedish and English

