



Agnieszka Mikucka | 073-644 93 73 | agz.mikucka@gmail.com | <http://www.agz.se>

## Education:

2010-today: The Game Assembly | Higher Vocational Education in Malmö, Sweden  
2,5 year program with focus on game development. Major: Game Art

2010: Course Concept Art 1+2 | Gotland University, Sweden

2004-2006: Serietecknarskolan i Hofors | University of Gävle, Sweden

2000-2003: Schillerska (upper secondary school): major: Art

## Experience:

2008: Drawing course for children / Mölndals Kulturverkstad

2007: Drawing course for children / Linnéstadens Library in Göteborg

2003-2004: Art Teacher for children and teenagers for ABF in Göteborg

## Other:

-Volunteer at the Nordic Game Conference 2011

-Game Tester for Image&Form 2011

## Knowledge:

- Adobe Photoshop	<b>Excellent</b>
- Autodesk Maya	<b>Very Good</b>
- Pixologic zBrush	<b>Basic</b>
- Adobe Illustrator	<b>Good</b>
- Flash	<b>Good</b>
- Adobe Premiere	<b>Excellent</b>
- Adobe InDesign	<b>Good</b>

## Language:

Swedish: Mother tongue; fluently, both in speech and writing

English: Fluently, both in speech and writing

Polish: Fluently in speech and good understanding in writing.