
Andrea Roosvall



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[Portfolio](#)
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Bratteråsgatan 32, lgh 3031
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Software

- ✓ Blender
- ✓ Fusion 360
- ✓ Adobe Creative Suite
- ✓ Unity

Coding

- ✓ MatLab
- ✓ R
- ✓ C#
- ✓ Python

Awards

1st place in Cold Hawaii
Surf and Film Festival,
Denmark with my clay
animation "MITT
RIKTIGA LIV" in 2019.

About me

During my previous experiences, I had the opportunity to develop my creative skills, problem-solving, and structure a project from start to finish. Working as a freelance 3D artist has also allowed me to gain customer understanding and deliver according to the description. I enjoy detail-oriented tasks and consider communication vital in understanding and assisting customers and coworkers.

Experience

3D Animator Intern at OICAN; Remote — January 2025 - February 2025

Product animation for the company [OICAN Wear](#) with full control of the creative process - from defining a creative brief to the final 3D animation.

Freelance 3D Artist; Remote — Spring 2023 - current

Full production of 3D visualisation, animation and design for Swedish and international clients - from vision to final result.

Education

Yrigo; Sweden — Computer Graphics Design, Autumn 2025 - current

A 2-year higher vocational education in Computer Graphics Design, including two internships.

Svefi; Sweden — Photoshop: Digital photo editing, Spring 2025

A course in Photoshop that covers all necessary tools and methods.

University West; Sweden — Game development, Autumn 2023

A course in game development using Unity and asset creation in Blender, Maya and Krita. Creation of both 2D and 3D games.

University of Gävle; Sweden — 3D-modelling and animation in Open-source environment, Autumn 2023

A course in Blender with skills in modelling, texturing, armature rigging, lighting, composition, rendering, video editing, and creative licenses.

University of Gothenburg; Sweden — Master's degree in Marine sciences, Autumn 2016 - Spring 2022

A marine interdisciplinary education that includes biology, chemistry, geology, and oceanography. Specialisation in marine biology - virology and marine ecology.

Nyckelviksskolan; Sweden — Ceramic Form, Autumn 2014 - Spring 2015

Full-time course in ceramics and traditional art - sculpting, drawing, and painting.

Berghs School of Communication; Sweden — Graphic Design and Illustration, Autumn 2012

Evening courses in Graphic Design and in Illustration. Product design, business branding, logo creation, and brainstorming. Still life, portrait, and anatomy drawing.
