

ABOUT ME

When was the last time you did something for the first time?

This is where I could write a lot of empty phrases and clichés about how committed I am. That I'm a cheerful, outgoing and creative person who is full of energy. That I'm used to take initiative, work under pressure and towards deadlines. That I try to see the positive in everything and that I'm always open for new experiences and challenges.

But I chose not to write this since you have probably read it in hundreds of applications already.

Instead I chose to write that I'm an open minded explorer. that wants to keep exploring. Not just new countries and new cultures, but rather explore myself and my possibilities. With over seven years of experience in Asia, I see my future here as a bright one with lots of progress and new discoveries. One thing is certain, I will never stop exploring and I'm enjoying every minute of the ride.

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PROFILE

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DATE OF BIRTH: 19th September 1974
SEX: Male
NATIONALITY: Swedish
MARTIAL STATUS: Married (Malaysian wife)

Andreas Linder

Updated - February 2012



(summary of the most relevant)

QUALIFICATIONS / EDUCATION

2005 **BACHELOR OF INFORMATICS (DIGITAL MEDIA)**
West University, Uddevalla, Sweden
(Honorary Student)

2001 **CAD, VR, ANIMATION DIPLOMA**
Gothenburg VR Centre, Gothenburg, Sweden

1999 **DPT TRAINEE DIPLOMA**
Prosolvia Interactive AB, Gothenburg, Sweden

1995 **NATURE SCIENCE**
Hvitfeldtska College, Gothenburg, Sweden

EXPERIENCE / TRAINING

2008 - Present **Director of IT & E-commerce**
STIL Trading Malaysia Sdn. Bhd.
Responsible for the development and the progress of the holding company's e-commerce websites. Also handling all matters of marketing and media communication with the companies' customers.

2008 **Senior Producer**
RENG Interactive Sdn. Bhd.
Employed to oversee, direct and train designer talents in the studio. Also managed several projects and worked towards business development.

2007 - 2008 **Architectural Lighting Software Designer**
CAL Pte. Ltd., Singapore
Employed to develop digital strategic marketing tools. Quickly promoted to manage and develop the company branding.

2003 **3D Artist and Programmer**
StageIT AB, Gothenburg, Sweden
Multiple employments for fixed term contracts as a multimedia producer for clients range from Ericsson, Nobel Biocare and Volvo.

2001 - 2002 **3D Modeler**
Blitz Games, Leamington Spa, United Kingdom
Produced 3D models for childrens' console games.

2000 **3D Designer**
Q-iteration AB, Gothenburg, Sweden
Strategic developer for 3D animations, visualizations, sound and interactive 3D for the Internet.

1999 **Multimedia Content Designer**
IMAO Corporation, Kakamigahara, Japan
Producer and developer of strategies for interactive 3D simulation applications and 3D animations.

SOFTWARE SKILLS

| | | |
|--------------------|----------------------------------|-------------------|
| Adobe | Acrobat | Advanced |
| | After Effects | Advanced |
| | Dreamweaver | Expert |
| | Flash | Intermediate |
| | Illustrator | Advanced |
| | InDesign | Expert |
| | Photoshop | Expert |
| | Premiere | Advanced |
| Autodesk | 3D Studio Max | Expert |
| GLock | EasyMail | Advanced |
| Microsoft | Able in most common applications | |
| Programming | HTML/CSS | Advanced/Advanced |

Goals

To fill a rewarding role that gives me the opportunity to continue evolving both professionally and personally. To learn about and experience cultures in other countries. To create solutions with impact from digital media visions creating value for both senders and end users.

Distinguished merits

- Broad education and complementary bachelor's degree
- Fluent in English, spoken and written
- Lived and worked in Japan and United Kingdom et. al.
- 13 years of professional experience in digital media
- Exceptional communicational skills

Education

Digital Media for Learning and Entertainment, 120p

August 2002 - May 2005

West University

Honorary Bachelor's degree in media informatics. The focus of the education lies on pedagogic and design aspects of multimedia productions for e-learning and the entertainment industry. Most of the education is based on Problem Based Project Teaching where the students are responsible for their own knowledge and progression. Degree Project: *Spot the Difference - About the importance of the roll in judging visual effects for feature film.* My focus was in computer graphics and interaction design.

CAD VR animation

February 2001 - June 2001

Gothenburg VR Centre

Experimental supplementary education that focused on in-depth 3D modeling and animation skills using the software 3D Studio Max.

DPT Trainee Program

March 1998 - February 1999

Prosolvia Interactive - Gothenburg

An advanced corporate funded 3D simulation technician education. The courses covered quality assurance, team management, C++, 3D simulation and computer graphics et. al.

IT/Computers Program

February 1998 - March 1998

City of Gothenburg

System and network technician education. Was terminated early because of the offer to join the DPT trainee education.

Medical School

January 1996 - June 1996

Gothenburg University

Medicinal chemistry and cell biology, first semester.

Mat/Nat Chemistry

August 1993 - June 1995

Gothenburg University

The first two years of the master's degree in chemistry.

Nature Science

August 1990 - June 1993

College of Hvitfeldtska, Gothenburg

Focused on languages. Participated in voluntary photo and arts for a year. Written examination in physics: *Light and its origin to optical phenomena in the sky.*

Employment

STIL Trading Sdn. Bhd. (Soft Touch Malaysia)

August 2008 - Present

Director of IT & E-commerce

Soft Touch is one of the leading trademarks on protective gloves for professional workers in Sweden. They also have several other brands to supply a complete range of personal protection equipment, ensuring safety for i.e. construction workers from head to toe. Today Soft Touch is a group of companies where I am working on strengthening our market position by re-branding and building the company presence on the Internet. Since our focus is moving towards trading online, I also do strategic E-commerce business development. Within this task lies directing and coordinating our programming staff in Sweden and our designers in Pakistan.

Reng Interactive Sdn. Bhd.

April 2008 - August 2008

Senior Producer

This company is an online advertising and web-developer agency. During my time I was employed to oversee, direct and train designer talents in the studio. I managed several projects and worked towards business development towards the end of my employment. I also developed a full range of strategic inhouse tools for marketing use and brand awareness.

CAL Pte. Ltd.

May 2007 - March 2008

Architectural Lighting Software Designer

This company provides commercial lighting design and light fixtures for architects and the construction industry. Recently they started specializing in LED technology and needed someone to develop tools for their marketing and sales. I was employed to develop digital strategic marketing and sales tools, but was quickly promoted to be responsible for the entire company branding. This resulted in the complete profiling and branding of RGB Dynamics. I also worked closely supporting the sales department in account management.

ICA Meny AB

November 2005 - October 2006

Warehouseman

Qualified pick truck driver, handling order picking in a warehouse. Was promoted to handling high control goods such as beer, wine, liquor and tobacco. Responsible for reporting inventory and incoming goods.

Matsäljarna Väst AB

May 2004 - October 2005

Warehouseman

Seasonal and part-time job during university studies as order picker and truck driver in a warehouse.

StageIT AB

July 2001 - November 2001, December 2002 - March 2003 & June 2003 - August 2003

Director programmer & 3D artist

StageIT has long experience with advanced multimedia solutions for presentations, e-learning, events and exhibitions. They deliver whole concepts of software together with customized technology installing everything on site. I've had multiple employments for fixed term contract as a multimedia producer. The projects varied from presentations and interactive manuals for Web and CD-ROM to 3D simulations and multimedia for exhibitions. Clients ranged, among others from Ericsson, Nobel Biocare and Volvo. During this employment I learned media event management.

Blitz Games, United Kingdom

November 2001 - July 2002

3D Modeller

Blitz Games Studios has grown into one of the most stable and respected development studios in the world. Founded in 1990 they develop family video games for consoles and the PC platform. During my employment I was part of several teams creating licenced childrens games for PC, Playstation and Playstation 2. My tasks were mainly prop modelling, but I was later on promoted to team leader.

Tussilago

July 2001 - August 2001

Director programmer

Tussilago is a fully equipped movie studio for commercials, trailers, TV shows, music videos et.al. They handle all aspects of the movie production, from casting, script, directing, producing, 3D modelling, animation, visual effects, editing and post production. I was hired on a fixed term contract to create an event presentation software for an international islamic bank convention. I worked closely with the staff to integrate the movies the studio had produced with a CD-ROM based tool that was platform independent.

Q itgration AB

February 2000 - December 2000

3D Designer

Q itgration AB is a web agency delivering customized solutions ranging from simple websites to advanced solutions with interactive 3D simulations, movies and animations. I was employed as a strategic developer for 3D animations, visualizations, sound and interactive 3D for the Internet. During this employment I was introduced to account management and also took the role of project manager for all major projects involving advanced media.

Visuell Kommunikation

January 2000 - February 2000

Director programmer

Visuell Kommunikation AB is a multimedia company, that offers video and interactive DVD production, programming services, improved websites, 3D graphics, international speakers et. al. My employment with this company was for fixed term contract for a handling course on CD-ROM for Statoil, to certify that the staff was qualified for handling LPG products.

IMAO Corporation - Japan

May 1999 - November 1999

Multimedia Content Designer

Imao Corporation's Information Division provides comprehensive information systems ranging from CAD/CAM/CAE to multimedia content and virtual reality technologies. I was hired as a producer and developer of strategies for advanced interactive 3D simulation applications (virtual reality) and 3D animations. My tasks also included to train the other staff in 3D Studio MAX and Flash, and also held seminars covering Macromedia Director.

[Early 20th century, From Latin, literally "the course of life".]
a brief biographical résumé of one's career and training.

COM Bilradio AB

July 1997 - August 1997

Sales Assistant / Administration

Sales Assistant, but was also given the role as IT manager of this company selling cell phones.

Target Games AB

1997, 1998

Demonstrator / Sales Assistant

Seasonal employment as demonstrator and sales assistant for party games. Also trained other demonstrators.

Astra Hässle AB

July 1995 - June 1996

Laboratory Assistant

Analyzed various pharmaceuticals in simulated human degrading environments.

Pharmacia AB

June 1994 - August 1994

Laboratory Assistant

Employment for fixed term contract for evaluating high-pressure liquid chromatographic equipment.

Language Skills

Swedish - Native tongue

English - Fluent

German - Basic skills

Malay - Beginner

Software Skills

Adobe

| | |
|----------------|---------------|
| Acrobat | Advanced |
| After Effects | Advanced |
| Director/Lingo | Expert/Expert |
| Dreamweaver | Expert |
| Flash | Intermediate |
| Encore | Intermediate |
| Illustrator | Advanced |
| InDesign | Expert |
| Photoshop | Expert |
| Premiere | Advanced |

Autodesk (formerly Discreet)

| | |
|---------------|--------------|
| 3D Studio MAX | Expert |
| AutoCAD | Intermediate |
| Combustion | Advanced |

Microsoft

Able in most common applications

Miscellaneous

| | |
|-----------------|--------------------|
| Avid Xpress | Intermediate |
| Cult3D Designer | Expert (Certified) |

| | |
|--------------------------|-------------------|
| Glock EasyMail | Advanced |
| HTML/CSS | Advanced/Advanced |
| Sony Vegas | Advanced |
| Steinberg Nuendo | Intermediate |
| Sonic Foundry Soundforge | Intermediate |

Miscellaneous Merits

3D Study Circle Leader

2002 - 2005

A study circle is a group of people that regularly meet to self educate themselves under a facilitator or a study circle leader. I was active as a government certified study circle leader for three years, teaching students 3D graphics, mainly in the software 3D studio MAX. Also trained junior study circle leaders and substituted for teachers in courses on 3D graphics in West University, Uddevalla, Sweden.

Movie Producer

2004 - 2005

Worked as a producer for Boom Fish movie crew, producing a short feature movie for Swedish television. The movie, called 58 degrees North was later used in a university study at West University, Uddevalla, Sweden as the base for a thesis on how people judge the quality of visual effects in movies.

Board Member of Student Committee

2002 - 2005

During my university education at West University, Uddevalla, Sweden, I was highly involved with improvements of my program with the students' committee of education. The work resulted in that our program was completely restructured with new and improved courses to better meet the demands of the booming market. At present date, 90% of the students graduating the program have a career within their subject of choice.

Computer Hardware Knowledge

1984 - Present

I have a genuine interest for electronics and build my own computers as a hobby.

References will be given at any interview.