

Anton Skogsberg

Animator, Realtime VFX, Rigging



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WORK EXPERIENCE

Unannounced Video Game - Bedtime Digital Games 3D Animator, Realtime VFX, Character Rigging.	Autumn. 2025
Arcadia - Animated Music Video Director, Production Manager, 3D Modelling / 2D Anim / Tech / Comp Lead.	2025 - 2026
Subsonic Showdown - Video Game 3D Animator	Spring. 2025
Doppelgänger - Animated Short Film 2D Animator, Technical Animator.	Spring. 2025
Something Soup - Animated Web Series 2D Animator, Production Manager.	2018 - 2023
GLITCH Gathering - Animated Commercial 2D Animator, Technical Animator, Production Manager.	Spring. 2024

EDUCATION

Bachelor in Animation - The Animation Workshop (VIA University College) 3.5 Year Bachelor in Animation Education.	2022 - 2026
The Drawing Academy - The Animation Workshop (VIA University College) Classical Drawing Education Course.	Fall. 2015
IT & Programming High School - NTI Gymnasiet Södertörn Education in Bachelor Preparing Maths, Physics & Programming.	2012 - 2015

SKILLS & INTERESTS

3D Programs

Autodesk Maya, Unity, Unreal Engine, Blender.

2D Programs

TVPaint, ToonBoom Harmony, After Effects, Photoshop, Davinci Fusion.

Languages

Swedish (*Native*), English (*Fluent*), Danish (*Fluent*), French (*Basic*).