

# Ilmari Saari

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[www.ilmarisaari.com](http://www.ilmarisaari.com)



Industrial Design | UI/UX | 3D graphics | VFX

I am an industrial designer, 3D artist and visual designer from Helsinki Finland. I'm interested in new digital technologies and interesting projects with real impact instead of just pure entertainment value. At the moment, I'm creating UI concepts and mockups for the telecommunications industry and learning app development.

## EDUCATION

### Aalto University |

School of Arts, Design and Architecture

9 / 2017 -

Major - New Media Design and Production

Department of Media

### Aalto University |

School of Arts, Design and Architecture

9 / 2013 - 10 / 2016

### Bachelor of Arts

Major - Industrial Design

Department of Design

Minor - Production Design

Department of Film, TV and Scenography

### Aalto University |

School of Science

9 / 2012 - 6 / 2013

Major - Media Technology

Department of Computer Science

### Lauttasaari Upper Secondary

8 / 2009 - 6 / 2012

### Matriculation examination

5 *Laudatur* — Finnish, Mathematics A-level, Physics, Chemistry,

1 *Eximia* — Swedish B-level English A-level

## WORK EXPERIENCE

### Valo Solutions

4 / 2016 - 3 / 2017

### UI Designer / Visual designer

I created product visualizations and mockups for various customer projects. Work included UI design for web based interactive platforms, creating new corporate identity and 3D spatial design.

### KAVI |

Kansallinen audiovisuaalinen instituutti

8 / 2016 - 7 / 2017

### Graphic designer / Civilian serviceman

Various graphic design and visual design work along with other duties in the fields of media education and film culture at cinema Orion.

### Filmimaa Oy

6 / 2016 - 7 / 2016

### 3D artist

Divine Consultants animated short film; experimental project focusing on motion capture workflow and pipeline using open source software.

### Talvi Digital Oy

8 / 2015 - 4 / 2016

### 3D artist

I worked as a character modeler and texture artist for various VFX and TVC productions.

### Talvi Digital Oy

4 / 2015 - 7 / 2015

### Trainee

I created 3D models and content for various productions including commercials, print and mobile game trailers.