

Personal information

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**Professional summary**

- 10 Years professional experience as an Animator and 3d artist.
Full CG Animated Feature Films, Character animation, VFX Character Animation, Short film format and commercials.
- Strong knowledge of animation, modeling and rigging (Maya). Very experienced in general use of Maya. Skills which help me spot and avoid potential delays in production.
- References available at request.

Availability**Available****Employment status****Currently between jobs****Previous experience / Creative focus**

Senior Animator and 3d artist at M2Film
 (Aug 2015 – Nov 2015). Animation short film.

"Unrelaesed LEGO short movie".

- Character animation.
- Asset management
- Rigging supervision and rigging
- Set dressing

Senior Animator at Framestore, London
 (Sept 2013 – April 2014). VFX feature film.

"Guardians of the Galaxy".

- Character animation.
- "Edge of Tomorrow"***.
- Creature animation, Character animaton and asset animation.

Senior Animator at Pixomondo Studios, Frankfurt am Main
 (May 2013 – August 2013). VFX feature film.

"Petterson & Findus". CG character integration into live footage.

- Character animation

Senior Animator at Ambient Entertainment GmbH & Co. in Hannover.
 (August 2011 – April 2013)

"Tarzan" (full CG feature film).

- Character animation.
- Creature animation.
- Motion capture.
- Creature rigging.
- Aircraft rigging.

"The Secret of Balthasar Castle" (animated 4d park ride movie)

- Character animation

Senior Animator at Sunday Animation Studio in Kolding.
(October 2010 – Juli 2011). Commercial work.

- Character animation.
- Character rigging.
- Character modelling.
- Modelling.
- Generalist.

Animator at TRIXTER Film in Munich.
(Dec. 2009 – June 2010). WALT DISNEY STUDIOS, Germany. VFX feature film.
"Lilli the witch, the journey to Mandolan".

- Character animation

Animator at Ambient Entertainment GmbH & Co. in Hannover.
(July 2008 – September 2009).

"Animals United". (Animated Feature Film).

- Character animation

Animator at Ambient Entertainment GmbH & Co. in Hannover.
(May 2007 – December 2007).

"Impy's Wonderland". (Animated Feature Film).

- Character animation

Animator at Scanline VFX in Munich.
(December 2005 – April 2007).

"Lissi and the wild Emperor". (Animated Feature Film).

- Previz
- Character animation on one of the main characters.

3D Artist at Krogh Mortensen Animation in Copenhagen.
(July 2005 – August 2005). Full CG commercial work.

- Character animation
- VFX

3D Animation Internship at Krogh Mortensen Animation in Copenhagen.
(November 2004 – April 2005).

Skill-set overview

Autodesk/Maya: 14 years of experience.

3D Character Animation: Expert. (Maya)

Modelling: Very experienced. (Maya)

Rigging: Very experienced. (Maya)

All-round 3D: Very experienced. (Maya)

Compositing: Intermediate level. (Shake, Nuke, After Effects)

Adobe Production Pack: Intermediate level. (Photoshop, Illustrator, Premiere, Encore)

Operating System experience: Windows, OSX and Linux.

Language skills

- Danish (Native)
- English (Fluent, spoken and written)
- German (Fluent, spoken and written)

Education / Creative focus**College of animation, design and fashion in Odense.**

(July 2002 - June 2005) *Graduated.*

Specializing in character animation and related subjects:

- 3D (Animation, modelling and games production)
- Classical drawing techniques
- Life drawing
- Perspective
- Anatomical perspective
- Classical animation training

Fx-phd October term 2009

- VFX101: Intro to compositing
- NUK102: Intro to Nuke
- PFT202: PFTrack in production

Additional professional experience / non-creative.**Elaboration at request.**

- Project management and sales (Steel construction industry). (1999-2002)
- Purchase and storage management (Steel construction industry). (1998-1999)
- Commercial training certificate. (1995-1998)
- Blacksmith Certificate (Steel construction industry). (1995-1998)
- Royal Danish Air Force service. Non-com Officer/sergeant, stationed at the Air Base educational squadron on Air Base Skrydstrup. (1988-1990)