

Personal information

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**Professional summary**

- 12+ years professional experience as an Animator and 3d artist working on: **Animated Feature Films, character animation, VFX character animation, VFX creature animation, short films and commercials.**
- Strong knowledge of other disciplines such as; modelling and rigging (Maya). Very experienced in general use of Maya.
- References available at request.

Employment status

Senior animator at Trixter (VFX)
(March. 2021 – present)
• Creature animation.

**Previous experience /
Creative focus**

Senior animator at A. Film Production A/S (Feature)
(Oct. 2016 – oct. 2017)
“*Louis and the Aliens*”
“*Up and Away*”
• Character animation.

Senior animator at Hydralab (VFX)
(Aug. 2016)
“*Familien Jul, I nissernes land*”
• Creature animation.

Senior animator and 3d artist at M2Film (Short - full CG)
(Aug. 2015 – Nov. 2015)
LEGO “*All hands to the Rescue*”
• Character animation.
• Asset management
• Rigging supervision and rigging
• Set dressing

Senior animator at Framestore (VFX)
(Sept. 2013 – April 2014)
“*Guardians of the Galaxy*”
• Creature and character animation.
“*Edge of Tomorrow*”
• Creature and asset animation.

Senior animator at Pixomondo (VFX)
(May 2013 – August 2013).
“*Petterson & Findus*”
• Character animation

Senior animator at Ambient Entertainment GmbH (Feature)
(August 2011 – April 2013)
“*Tarzan*”
• Character animation.
• Creature animation.
• Motion capture.
• Creature rigging.
• Aircraft rigging.
“*The Secret of Balthasar Castle*”
• Character animation

Senior animator at Sunday Studio (Commercials)

(October 2010 – July 2011). Commercial work.

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

Animator at TRIXTER (VFX)

(Dec. 2009 – June 2010)

"Lilli the witch, the journey to Mandolan"

- Character animation

Animator at Ambient Entertainment GmbH (Feature)

(July 2008 – September 2009).

"Animals United" (Animated Feature Film).

- Character animation

Animator at Ambient Entertainment GmbH (Feature)

(May 2007 – December 2007).

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

- Character animation

Animator at Scanline (Feature)

(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 (Commercial)

(July 2005 – August 2005)

- Character animation
- VFX

3D Animation Internship at Krogh Mortensen Animation (Commercial)

(November 2004 – April 2005).

Skill-set overview

Autodesk/Maya: 19 years of experience.

3D Animation: Expert. (Maya)

Rigging: Very experienced. (Maya)

Modelling: Very experienced. (Maya)

Generalist: Very experienced. (Maya)

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.

Additional professional experience / non-creative.

- 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)

Elaboration at request.

- Royal Danish Air Force service. Non-com Officer/sergeant, stationed at the Air Base educational squadron at Air Base Skrydstrup. (1988-1990)