

Personal information

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**Employment status**

Available for remote animation work.
Working from Denmark. Timezone GMT+1

Summary

15+ years professional experience as an Animator and 3d artist working on; VFX creature animation, VFX character animation, motion capture work and animated Feature Films.

Strong knowledge of other disciplines using Maya:

- Rigging
- Hard surface modelling
- Generalist
- Motion capture work

Previous experience**Senior animator at Framestore IA**

(sept. 2025 – dec. 2025)

- Episodic work

Senior animator at RealtimeUK

(sept. 2024 – july. 2025)

- Cinematic work.

Senior animator at Framestore Film Ldn.

(apr. 2024 – aug. 2024)

"Wicked - Part One"

- Creature and quadroped.

Senior animator at RiseFX (VFX)

(Mar. 2024 – apr. 2024)

"The Crow"

Senior animator at TRIXTER (VFX)

(Jan. 2023 – apr. 2023)

"The Marvels"

- Creature and quadroped.

Senior animator at TRIXTER (VFX)

(Sept. 2021 – sept. 2022)

"The Marvels"

"The Kangaroo Conspiracy"

- Creature, quadroped and character animation.

Senior animator at Cinesite (VFX)

(Jun. 2021 – sept. 2021)

"The Witcher S2 E8"

- Creature animation.

Senior animator at TRIXTER (VFX)

(Mar. 2021 – jun. 2021)

"Shang Shi and the Legend of the Ten Rings"

- Creature animation.

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).

"Pettersen & Findus"

- Character animation

Senior animator at Ambient Entertainment GmbH (Feature)

(August 2011 – April 2013)

"Tarzan"

- Character animation.
- Creature animation.
- 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

3D Animation Internship at Krogh Mortensen Animation (Commercial)

(November 2004 – April 2005).

Skill-set overview

Autodesk/Maya: 20+ years of experience.

3D Animation: Expert. (Maya)

Rigging: Very experienced. (Maya)

Modelling: Very experienced. (Maya)

Generalist: Very experienced. (Maya)

Operating System experience: Linux, Windows and OSX.

Language skills

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

Education

College of animation, design and fashion in Odense.

(July 2002 - June 2005) *Graduated.*

Specializing in character animation and related subjects.