

3D freelancer
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 date of birth February 16th 1976

Curriculum Vitae

Specialties:

- Visual effects
- On-set supervisor
- Matchmoving
- Particle effects
- Shading/lighting/rendering
- CG compositing

Work experience:

March 2009 – present	Freelance
Pucko "goodbye to spoons"	<p>client: Orbit Studio</p> <p>description: Replacement of refrigerator door in TV commercial</p> <p>credit: CG door, modelling, roto animation, lighting and rendering</p>
COOP "a little bit yours"	<p>client: Ghost VFX</p> <p>description: TV commercial, a tree grows and drops leaves</p> <p>credit: Matchmoving, CG tree, CG leaves, compositing, plate extension</p>
COP15 "Please help the world"	<p>client: Zentropa</p> <p>description: The opening film for the climate conference in Copenhagen</p> <p>credit: CG cracking ground, twister particle FX, CG rain</p>
Nybolig weather bumpers	<p>client: Frame by Frame</p> <p>description: 7 short bumpers for the weather report on Danish TV2</p> <p>credit: Animated tree, leaves, chestnut animals, umbrellas, human snowball, Santa's sleigh, etc...</p>
Unomedical	<p>client: Unomedical</p> <p>description: One-minute all-CG animation for medical insertion device</p> <p>credit: Mechanical parts, technical animation, CG human torso with skin texture, SSS, global illumination, etc.</p>
Kærgården "Supermarket"	<p>client: Minerva Film</p> <p>description: TV commercial with CG characters on live-action plates</p> <p>credit: Characters, lighting/shading/rendering, bottle replacement</p>
Profetia	<p>client: Minerva Film</p> <p>description: Feature film from Bullit Films</p> <p>credit: Particle visual effects</p>
Maybelline	<p>client: Minerva Film</p> <p>description: Tag-on for existing TV spot</p> <p>credit: 3D mascara packshot</p>

Fullrate

client: Minerva Film
description: TV spot
credit: 3D animation, monkey hand, fur simulation

Drag Me To Hell

client: Ghost VFX
description: Sam Raimi horror film
credit: Particle visual effects

April 2007 – February 2009 **Minerva Film**

- tasks**
- Particle animation
 - Lead 3D artist
 - Matchmove supervisor
 - Visual effects supervisor
 - Shaders, textures
 - Lighting
 - Full GI rendering setups
 - Communication with freelancers and 3rd party 3D vendors
 - Character animation
 - Technical animation
 - Particle simulation
- projects**
- Kærgården "Picnic"
 - Den Grønne Slagter
 - Jabra
 - Citroen
 - Portamento

February 2007 – April 2007 **Krogh Mortensen Animation**

- tasks**
- Lighting
 - Shading
 - Texture painting
- projects**
- "Hungry Hamsters" – an animated show for British TV
 - "Planet X" – a cartoonish 3D space adventure
 - "Big Babol" – chewing gum commercial for Italian TV

April 2005 – January 2007 **Interactive Television Entertainment ApS**
(purchased by SKY-owned NDS in late 2006)

- tasks**
- Cinematic sequence supervisor
 - Coordination with external cg vendors
 - 3D modeling (in-game and high-end)
 - Texture painting
 - 3D animation (camera, vehicle and character)
 - Special effects animation (explosions, snow, water)
 - Lighting and lighting director
 - Render-wrangling
 - Compositing
 - Photo realistic golf environments
 - Look-development for real-time projects
 - Non-linear video editing of animation material
- projects**
- TV-commercials airing on Cartoon Network
 - "Agent Hugo: Roborumble" PS2/PC game
 - "Agent Hugo" PS2/PC game
 - "Sommer Summarum" intro
 - Golf game for digital set top boxes
 - Agent Hugo: "Jump the Drum", "Air Battle" and "Speedboat":
Interactive TV games for TV shows in Europe and Asia

- tasks**
- Concept stills
 - 3D modeling
 - Logo animation
 - Lighting, render-wrangling and compositing

- projects**
- “Now (That’s What I Call) Music 11”
 - “Now (That’s What I Call) Music 12”

Education and classes:

Film and graphics:

- 2008 Allan McKay's “Visual Effects For Film”, CG Workshop
- 1998 Editing seminar, The Danish Film Institute
- 1998 Storyboard seminar, The Danish Film Institute
- 1998 3D Studio Max class, The Danish Film Institute