

VFX freelancer
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 date of birth February 16th 1976

Curriculum Vitae

Specialties:

- Environments/digital sets
- Shading/lighting/rendering
- Compositing
- Supervisor
- Particle effects

Feature film summary:

- Drag Me To Hell (2009) – particle effects
- The Sorcerer's Apprentice (2010) – digital compositing
- Cold Prey 3 (2010) – snow particles & compositing
- Cowboys & Aliens (2011)

Work experience:

March 2009 – present	Freelance
Nybolig 2011 July 2011	client: Ghost VFX description: TV-commercial starring two claymation-looking snails credit: Rendering, compositing
Unomedical June 2011	client: Unomedical description: Confidential product animation #2 credit: Technical animation, CG human
Cowboys & Aliens March-May 2011	client: Ghost VFX description: Jon Favreau's sci-fi western credit: Digital compositing
Rennie December 2010	client: Frame.dk description: TV commercial for Irish, Russian and French TV credit: Tracking, warping and compositing animation onto T-shirt
Pax November 2010	client: GiMMiCK VFX description: Norwegian feature credit: Fire, smoke from airplane engine
BBC "Inside the Human Body" Summer 2010	client: Jellyfish Pictures (UK) description: BBC documentary about reproduction credit: Lighting TD, particle FX, compositing
Cold Prey 3 July 2010	client: Ghost VFX description: Norwegian horror prequel credit: Digital snow - 3d and compositing
The Sorcerer's Apprentice April-June 2010	client: Ghost VFX description: Jerry Bruckheimer action adventure credit: Digital compositing, "quickrug sequence"
Choco Crossies March 2010	client: Ghost VFX description: TV-commercial, a man flies through the ceiling credit: CG destruction, post-it notes, compositing

Läkerol Extreme 10 February 2010	client: Upper First (Sweden) description: Läkerol commercial credit: Retro-machine modelling
Pucko February 2010	client: Orbit Studio description: Replacement of refrigerator door in TV commercial credit: CG door - all VFX
COOP January 2010	client: Ghost VFX description: TV commercial, a tree grows and drops leaves credit: Matchmoving, CG tree, compositing, plate extension
COP15 November 2009	client: Zentropa description: The opening film for the 2009 climate conference credit: CG cracking ground, twister particle FX, CG rain
Nybolig bumpers September 2009	client: Frame by Frame description: 7 short bumpers for the weather report on Danish TV2 credit: Tree, leaves, human snowball, Santa's sleigh, etc...
Unomedical October 2009	client: Unomedical description: Confidential product animation #1 credit: Technical animation, CG human
Kærgården "Supermarket" July 2009	client: Minerva Film description: CG food characters on live-action plates credit: Characters, VFX, bottle replacement
Maybelline June 2009	client: Minerva Film description: Tag-on for existing TV spot credit: 3D mascara packshot
Profetia May 2009	client: Minerva Film description: Feature film from Bullit Films credit: Particle visual effects
Drag Me To Hell March 2009	client: Ghost VFX description: Sam Raimi horror film credit: Particle visual effects

April 2007 – February 2009 Minerva Film

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| tasks | <ul style="list-style-type: none"> ▪ Lead 3D artist ▪ Visual effects supervisor ▪ Matchmove supervisor ▪ Communication with freelancers and 3rd party 3D vendors |
| projects | <ul style="list-style-type: none"> ▪ Jabra ▪ Citroen ▪ Maybelline ▪ Kærgården "Picnic" ▪ Den Grønne Slagter |

February 2007 – April 2007 Krogh Mortensen Animation

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| tasks | <ul style="list-style-type: none"> ▪ Lighting ▪ Shading ▪ Texture painting |
| projects | <ul style="list-style-type: none"> ▪ "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)
 - Animation
 - Special effects animation (explosions, snow, water)
 - Lighting TD
 - Render-wrangling
 - Compositing
 - 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 game
 - “Agent Hugo” PS2 game
 - “Sommer Summarum” TV show intro
 - Golf game for digital set top boxes

February – March 2005

Ghost

- tasks**
- Concept stills
 - 3D modeling
 - Logo animation
 - Lighting, rendering 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