

Anders Kjeldgaard Nielsen, 3D artist

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Portfolio: <http://www.mcgreed.dk>

A highly capable and enthusiastic individual with a wish for shaping future games and develop in-game assets for use in upcoming visually stunning and immerse games. Incorporate the motto "learning by doing", and expanding the skillsets into new and exciting areas. Experienced in creating environments and assets from whitebox to final stages.

Skills and Attributes

- Worked with all the major 3D applications like 3DS Max, Softimage XSI, Maya.
- In-deep knowledge of Adobe Photoshop, diffuse/specular/normal creations, along with creation of shaders.
- Quick learner and adapts easy to new tools
- Ability to follow concept art very closely
- Helpful and willing to teach others
- Ability to meet deadlines

Proficiency:

- 3DS Max
- Softimage XSI
- ZBrush
- Adobe Photoshop
- Adobe Premiere Pro
- Corel Painter X
- Boujou Camera Tracker
- Unreal engine/editor (UDK)
- Hammer engine/editor
- CryEngine editor
- Adobe Dreamweaver/Notepad++
- Microsoft Word, Excel, Access
- Programming: MaxScript for 3DS Max, ASP, ASP.NET, SQL scripting, HTML/XHTML, CSS, JavaScript

Industry Experience

Fireproof Studios

Guildford, UK

2009-2010

3D Artist

- Take whitebox model to final modelling state
- Modelling high & low poly assets and environments
- Texturing assets to match the projects art style

Relevant Experience

Worked as an artist on two Crysis modifications, 28 Months Later & Eden Project, where I was assigned to modelling and texturing props and environments.

Qualifications

2006-2008.....: BA (Hons) Multimedia Design & Digital Animation
University of Cumbria, Carlisle, UK

2004-2006.....: Multimedia & Game Designer
IMMA , Nakskov, Denmark

2003-2004.....: Multimedia Designer/Animator
Aalborg Teknisk Skole, Aalborg, Denmark

Languages

Fluent in Danish and English, verbal and written.