

3D Artist and Modeller

A wish to shape future games and develop in-game assets for use in upcoming visually stunning and immerse games, while further develop and expand current skills sets. Incorporate the motto "learning by doing".

- high & lowpoly modelling
- normal map creation
- scripting
- uv mapping
- concept design
- adaptive learner
- texturing
- animation
- gamer

- 2009-2010 Worked for Fireproof Studios on various projects for other game companies, creating environments and assets for games.
- 2008-2009 Been working with two Crysis mod teams, 28 Months Later & Eden Project
- 2008-2008 Developed an CMS system for use on own homepage
- 2007-2008 Designed and modelled 6 models based on the theme "Death & Terror", and exhibited them at the end of year exhibition at the university.
- 2006-2008 Moved to the UK and after two years, completing a BA of the arts with honours.
- 2006-2006 Completed course with own game concept and interactive in-game music shopping system.
- 2005-2006 Worked in a group of five in creating of game concept and business structure, learning new technology and game engines.
- 2004-2005 Lead an team of three in completion of a games concept, learning and using a game engine and creating a game demo for a targetgroup.

The overall trait that would describe myself is self learned. Most of my skills has been developed from self study and classes in the specific areas, until recently I have been working with Fireproof Studios and learned the pipeline and process of creating art for commercial games. I adapt easily to changing situations and is constantly trying to improve my skill sets.

I am very eager to contribute to the success of producing top quality models for your company, and I am convinced that we should arrange a time for an meeting on the phone and maybe later meet in person.

Thank you for your time and consideration,

Anders Kjeldgaard Nielsen, 3D artist

Personal Details

First name.....: Anders Kjeldgaard
Surname.....: Nielsen
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E-mail.....: akn@mcgreed.dk
Portfolio.....: <http://www.mcgreed.dk>

Software 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
- Game Maker
- Adobe Dreamweaver/Notepad++
- Microsoft Word, Excel, Access
- Adobe Dreamweaver

Other Software

- ASP, ASP.NET
- SQL scripting for database enabled websites
- HTML/XHTML, CSS, JavaScript, XML
- MaxScript for 3DS Max

Languages

- English, speaking and writing
- Danish, speaking and writing

Education

- 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
- 1996-1998.....**: Informatik Assistent
Skive IT-School, Skive, Denmark
- 1993-1994.....**: Skive Businessschool
Skive IT-School, Skive, Denmark
- 1991-1993.....**: Wood and Metal Workshop
Marienlyst Productionsskole, Skive, Denmark
- 1990-1991.....**: Metal and Electronics Workshop
Skive Technical School, Skive, Denmark
- 1981-1990.....**: Gradeschool
Brårup School, Skive, Denmark

Previous work

- 2009-2010.....**: 3D Artist
Fireproof Studios, Guildford, UK
- 2001-2002.....**: Packing- & Storage
Jabo Furniture, Denmark
- 2000-2001.....**: Web Designer
Freelance
- 1998-2000.....**: Web Designer
Mølgaard NetCom A/S, Thisted, Denmark
- 1998-1998.....**: CNC- operator
Harry Iversen, Rødding, Denmark
- 1995-1996.....**: CNC-operator
Harry Iversen, Rødding, Denmark