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Artist / Motion Graphics Artist Scotland, United Kingdom Web: <http://www.sundstedt.se>

CAREER OBJECTIVE

To be employed as an artistically creative and technically fluent CG Artist / CG Generalist contributing to successful productions using my wide experience in CG (including Maya, Photoshop, After Effects and Houdini.)

WORK EXPERIENCE: Eight years as a CG Artist using Maya, Photoshop and After Effects

- 2008-Present** **Dimensional Imaging** – Glasgow, UK
3D/4D Applications Engineer – Maya Expert, Exhibitions, Pre- & Post-Sales Technical Support, Photoshop, After Effects, SketchUp, Photography, Setup & Customer Training of Di3D™ 3D/4D Capture Systems, Studio Lighting, Customer Visits, Frequent International travel, Authoring and Illustration of Software Documentation.
- 2004-Feb 2008** **ZOO Digital Group (ZOOtech Ltd)** - Sheffield, UK
3D Specialist / Application Engineer
Computer Graphic Expert, After Effects, Maya, MEL, Photoshop, Premiere. 3D Modeling & Rendering, Motion Graphics, Compositing, 3D/3D Animation, Video Editing, Render Management, Promos, Retouch and Graphics, Icon Design. Responsible for the Design, Creative Concept, Ideas, Storyboards, User Interfaces, Menu Design and Authoring of Innovative and Interactive games and products. Adobe Scripting in Photoshop & After Effects.
- 2007** **Freelance CG Environment Artist: '1957 – Hati Malaya' (Feature Film)** – Malaysia (telework)
CG Environment creation, 3D Modeling & Texturing of a large heritage building used in scenes of this award winning Feature Film. All work delivered on time to the Technical Director of the film.
- 2006-2007** **Max Planck Institut Informatik** – Germany (telework)
Freelance CG Artist: Computer graphics expert 3D. 3D Scene design for real-time research project 'Eikonal Rendering: Efficient Light Transport in Refractive Objects'. Modeling/texturing, lighting environment, lightmaps and shading. Paper was accepted for the **SIGGRAPH2007** conference (2 months, freelance).
- 2004** **Leon** – Norrköping, Sweden
CG Artist: Ideas, concept, modeling, lighting, texturing and rendering for a series of animations and stills of a mobile phone created in Maya within the specified deadline for the Swedish Advertising Agency LEON.
SFE - Svensk Film Effekt (for Swedish National Television) - Sweden
CG Artist: Production of a series of 3D animations in Maya for Swedish National Television science program Vetenskapsmagasinet (Pre-visualization, modeling/texturing, lighting and animation, final rendering, compositing in After Effects). All animated sequences was successfully delivered on time and aired on SVT, having 40% of the viewers (average per day in 2004).
Linköping University – Norrköping, Sweden
Technical Director: Computer graphics (3D). Film about ASP course at Linköping University (Sweden). Project planning, animation, motion graphics and visual effects (After Effects), video editing (Final Cut Pro), script writing. Film was successfully used at exhibition and delivered within the specified time.
Dreampark – Norrköping, Sweden
Flash Animator: 3D Design and animation of an online software product demonstration for home multimedia station in Flash. Finished the work on time and according to client's expectations. (In-house, 1 month contract).
- 2003** **Teknomedia** – Norrköping, Sweden
CG Artist - Character designer and rigger: Concept, Design, modeling, rigging and cloth setup of a 3D character in Maya created to later be used in a series of educational animated shorts for children.
NVIS - Norrköpings Visualization and Interaction Studio – Norrköping, Sweden
CG Artist / Technical Artist: Dynamics/FX animation of props in 3Ds Max for a photo-realistic 3D animated short film, simulations in reactor, visual FX, modeling, lighting, rendering, animation and network rendering management, water simulations (contract, in-house, 3 months full-time).
- 2001-2003** **Linköping University** – Norrköping, Sweden
Laboratory supervisor (3Ds Max): Supervision of 3Ds Max laboratory exercises in 3D Computer Graphics Course for approx. 20 University students.

EDUCATION / PROFESSIONAL TRAINING / CERTIFICATION

- 2008** **After Effects Certification** – Adobe After Effects Certification by ExpertRating™.
2007 **Maya Certification** – Autodesk Maya Certification by ExpertRating™.
2006-Present **Houdini – 3D Animation Tool** - Apprentice Program - (complete self-study program).

- 2005** **Maya Training for Industry Professionals** - Doncaster College ICT Academy, United Kingdom.
Five day training Course covering Modeling techniques, texturing, animation, lighting and rendering.
- 1999-2004** **M.Sc. in Media Technology and Engineering** (4.5 years full time studies)
Profile: Visualization - Specialized in 3D Computer Animation / Visual Effects.
Linköping University, Sweden: Advanced education including areas such as **Scientific Visualization, VR Technology, Computer Graphics, Modeling & Animation, Graphic Design, Image Based Rendering Modeling & Lighting** (see relevant courses list). (283.5 ECTS-credits, 189p).
- 2003-2004** **Master Thesis, Diploma Work: Real-time Cloth Simulation** (7 months)
Thesis and development of Real-time cloth simulation (including rendering). OpenGL, C, cloth object geometry for simulations created in Maya. Thesis and real-time demos provided on request. Company: **Megon Research AB** (acquired by **Ageia** 1st September 2005).
- 1997-1999** **Industrial Technology & Economics** (2 years full time studies) - Örebro University, Sweden:
Courses from the Industrial Technology & Economics program at LiU: **Drafting Techniques, Physics, Financial Control Systems, Economics, Industrial Management, Business Economics**, (90 ECTS-credits, 60p).

CG SOFTWARE & HARDWARE / OTHER QUALIFICATIONS

SOFTWARE:

Maya (Certified), Photoshop, Mental Ray, Paint FX, Adobe After Effects (Certified), SketchUp, Houdini, Pyro FX, ZBrush, Maxwell Renderer, 3Ds Max, Endorphine, Premiere Pro, Final Cut Pro, Painter, HDR Shop, ImageReady, Di3D™ 3D & 4D Software with Plug-Ins, Flash, Windows XP Pro, Mac OS, SGI (Irix).

HARDWARE:

PC (self-built), Mac, SGI (Irix), Wacom Intous₃, Manfrotto Tripods, Portable and Studio Green-Screening, Interfit Venus 300 Twin Softbox Studio Lighting, Canon Rebel XSI / 450D, Speedlite EX II, Eديو R-09HR.

OTHER CREATIVE SKILLS:

Digital illustration & Animation, graphic design, filming, pencil drawing, render management, motion graphics, compositing, promos, color correction, photography, 3D lighting, 3D & 4D Surface Imaging (DI3D™), Professional Video Lighting, icon design, game proposals, game feasibility studies and storyboard design, software documentation, cartoon drawing and coloring.

SCRIPTING LANGUAGES & PROGRAMMING (GAME DEVELOPMENT):

Photoshop, After Effects and Maya MEL Scripting. Flash CS3 – ActionScript (fundamentals). JavaScript for authoring of state-of-the-art interactive iDVD-games, C/C++ with OpenGL, Action Code (DVD-EXTRA STUDIO game logic), XML (XMLSpy® & StyleVision®), Visio (game storyboard design), Microsoft® Excel & Microsoft®, DVD-EXTRA STUDIO (game authoring, 3.5 years).

AWARDS:

SFV (Sweden's Film and Video Association): **1st Prize. Best editing in the Nordic region** (Short film), 2003.

SFV (Sweden's Film and Video Association): **Diploma for best photo** (Short film), 2003.

RELEVANT UNIVERSITY COURSES (COMPUTER GRAPHICS):

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| Modeling and Animation | Image Processing and Analysis |
| Scientific Visualization | Audio and Image Compression |
| Image Based Rendering Modeling & Lighting | Data Structures and Algorithms |
| Virtual Reality Techniques | Linear Algebra |
| Film and Video Production | Internet Programming and Digital Images |

PUBLISHED GAMES / FEATURE FILM & RELEVANT PROJECT WORK

- **2009** 3D Character related project for Snap Creative Manufacturing.
- **2009** Visited Valve Software in Bellevue, Seattle providing training for senior staff.
- **2008** Presenting 3D and 4D Capture Systems at SIGGRAPH 2008 in Los Angeles for Dimensional Imaging.
- **2009** Developed Maya MEL-Script that calculates the speed of animated objects for each frame in the timeline.
- **2008** 'XBOX 360 Games Project' – 2D Character Design (Freelance).
- **2007** '1957 – Hati Malaya' – Award winning Feature Film – Credited as Environmental Artist.
- **2007** [1] 3D Animations for iDVD Game. [2] After Effects Artist / Motion Graphics Design of Promo Video (at ZOOtech).
- **2006** Clifford Phonics, The Big Red Dog – (Scholastic) – iDVD Game: Authoring, Animation in After Effects and Flash, Graphics retouch/clean-up using Photoshop and After Effects. Adobe After Effects and Photoshop Scripting.
- **2006** I-Spy Fantasy – (Scholastic) – iDVD Game: Authoring using Photoshop and After Effects, audio editing, testing.
- **2006** I-Spy Treasure Hunt – (Scholastic) – iDVD Game: Authoring, Storyboards, Photoshop and After Effects work.

INTERESTS & HOBBIES

Film, CG, Computer Arts, Arts, VFX, 2D/3D Animation, Science, Digital Painting / Digital Imaging, Photography, Pencil Drawing, Reading, ALL Music, Guitar (Electric & Acoustic), Audio Recording, C64 SID Music, Skiing, Frisbee Golf, Swimming, Travels.

References: Exceptional References available upon request. Testimonials available at: <http://www.sundstedt.se>