

CV – KJARTAN TYSDAL – CG ARTIST

Citizenship	Norwegian	Born	01 September 1987
Country / City	UK / Brighton	Artstation	www.artstation.com/kjartantysdal
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KEY QUALIFICATIONS

I spend a lot of time and effort on both the technical and the artistic side of creating computer graphics. I've been learning and doing CG since 2004, and in my spare time I do my own personal projects where I continue to develop both my creative and technical skills.

WORK EXPERIENCE

- 2019-present The Chinese Room / Sumo Digital - Brighton, UK**
Working full time as a Senior 3d Artist
- 2017-2019 RARE / Microsoft - Twycross, UK**
Worked full time as Principal Environment Artist (1 year 7 months) mostly pre-production for Everwild (but I also made The pig crate for Sea of Thieves)
- 2016-2017 Blender Institute – Amsterdam, Netherlands**
Worked on the [Agent 327](#) project (7 months)
- 2016 Axis Animation – axisanimation.com Glasgow, Scotland**
worked as a mid-level, in-house freelance artist in the Asset Department (3 months)
- 2013-2015 Freelance work for various clients including:**
Fabelfjord (NO) – fabelfjord.no, Sinking Ship Entertainment (CA) – sinkingship.ca
Placebo Effects (NO) – pfx.no, Allucinari (US) – allucinari.com/
- 2012 Blender Institute – Amsterdam, Netherlands**
Worked as a VFX artist on the short movie [Tears of Steel / Project Mango](#) (6 months)
- 2007-2011 Headspin Productions – Trondheim, Norway**
Full time CG Artist (3.5 years)

Education

- 2014-to 2017** Bachelor in Computer Graphics Arts at the Animation Workshop in Viborg/Denmark.
- 2007** Basic military training at Madla, Stavanger Norway. Served later as private on the Royal Yacht of Norway.
- 2003-2006** KVT High School, Trondheim Norway.

LANGUAGES

Norwegian Fluent, first language **English** Fluent, spoken and written

SOFTWARE KNOWLEDGE

Advanced: BLENDER, ZBRUSH, SUBSTANCE PAINTER, PHOTOSHOP **Intermediate:** UNREAL ENGINE, UNITY, MAYA, AFTER EFFECTS, VRAY, **Basic:** 3DSMAX, MARI, NUKE, HOUDINI, PYTHON

INTERESTS

drawing, painting, watching movies, playing and developing games

REFERENCES

Ton Rosendaal – ton@blender.org (Blender Foundation) Endre Skandfer - endre@skandferfilm.com (Fabelfjord AS)
Andreas Wivestad – andreas@headspin.no (Headspin AS)