

## Kristian Carstensen

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## WORK EXPERIENCE:

**2008 – present**

**Axis animation, Scotland, animator**

*I was involved with the trailer for the game "operation flashpoint 2". I created the performance using motion capture and keyframe animation.*

**The National film school of Denmark, Copenhagen, Animator**

*I did character animation for the short film "Space monkeys"*

**2007 – 2008**

**Massive Entertainment, Sweden, Animator and media artist**

*I was responsible for the animation of the civillians in the game "World in conflict", which is an AAA action oriented real time strategy game, featuring fast paced game play and groundbreaking graphics. After completion of the game, I worked on the media team creating print materials, posters, web content and other marketing materials.*

**Robert / Boisen & like minded, Denmark, Freelance story boarder**

*I created storyboards and illustrations for the Puma speed boot TV commercials.*

**2006 – 2007**

**The National film school of Denmark, Copenhagen, Animator**

*Was involved with the short film Project "MEMORIA", I did the test animation and painted all the still images that was used.*

**2004 – 2006**

**Runestone Game Development, Denmark, Character artist / animator**

*Worked on the game project "Seed", which is an on-line multiplayer role playing game. I was responsible for creating the concept drawings of the characters and all the character accessories; like hair, torsos, belts, pants, boots etc. As well as coordinating with the head of project and the art director, in order to define quality standards, work pipelines and deadlines.*

**2003 – 2004**

**Thura film, Denmark, Freelance character concept artist**

*Creation of character concepts for a live action children's movie*

**Nordisk Interactive / 3B gamez, Denmark, 3D animator**

*I made key frame animation, for the in-game animations and created cut-scenes, with motion captured data. This game was designed for the Playstation 2, but never got a publisher.*

**2002 – 2003**

**Munich Animation, Germany, Key clean-up artist**

*Worked on the animated feature film "The Jester Till"*

**TV 2 Danmark, Denmark, Freelance designer / animator**

*Creation of a short introduction movie, used to promote a kids media-project.*

**The National Film school of Denmark, Animator**

*Worked on the project "The Beach", an animation short film.*

**2001 – 2002**

**Luc Chamberland Films, Denmark, Animator**

*Worked on the project "Mr. Rivet", an animation short film*

**Ø-Film, Lundø, Denmark, Animator**

*Produced animations for a flash based PC game*

**1999 – 2001**

**A-Film**, Denmark, Key clean-up / in between artist

*Worked on the project "Adam Sandler's Eight Crazy Nights"*

*As well as the TV series called; "Little Creatures" and the feature film " Help I'm a Fish"*

## **Kristian Carstensen's CV**

### **SOFTWARE SKILLS:**

Autodesk 3D Studio Max - Character Studio - Autodesk Maya - Renderware  
Luxology Modo – Showbox - Q Studio - Adobe Photoshop, Illustrator & Premiere  
Corel Painter - Macromedia Flash - Experience working with motion capture- craft  
animations

### **EDUCATION:**

**2002 – 2002**

**The European Film College**, Denmark, Richard Williams  
Masterclass

**1999 – 2002**

**The Animation Workshop**, Denmark,

- Course in Classical Animation
- The Animation Workshop Drawing School

**1998 – 1999**

**AOF** ( A Government Information Organization ), Denmark, animation  
course

**1998 – 1998**

**Larsson & Larsson**, Denmark, Drawing & painting

**1997 – 1998**

School of visual art, Denmark, Drawing, painting & graphical art

**1987 – 1997**

Public school

### **HOBBIES & INTERESTS:**

Playing video games, reading comic books, awesome toys, going to gym, going to the  
cinema, painting, 3D modeling, animating, making movies, making games.