

Ole Groenbaek

Environment Artist

CV 2011

Contact Information

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PERSONAL INFORMATION

EU Nationality: Danish
Location: Gateshead, UK
Sex: Male
Portfolio: <http://www.olegr.com>

EMPLOYMENT HISTORY

July 2010 – june 2011:

Junior Environment Artist at Eutechnyx

- Auto Club Revolution: Asset creation / Level design
- DLC for Nascar the Game 2011: Character driver suits
- One unannounced title: UDK lighting / texture balancing

-References available upon request

August 2008 – June 2009:

Graphics Designer at Senikov APS, Denmark

- 3d renders for web based games.
- Creating web graphics

EDUCATION

2006-2009

Computer Games Art BA Course at Teesside University

-Degree result: 1st

2004-2006

Multimedia design course

-Classes such as Communication, Project Management, Web programming, and Digital imaging (Photoshop)

COMPETENCE & INTERESTS

Computer Skills

- Main applications: 3D Studio Max, Photoshop, Zbrush
- Engines: UDK, Unity, Hammer, and various in house engines and tools
- Also proficient in: Xnormal, Crazybump, C# programming, Adobe premiere

Industry Relevant Experience

2010 – 2011

Working with a programmer on two released indy titles, one for xbox live and one for the Unity / Kongregate competition.

2009 - 2010

Modelling and texturing for mod groups, among those was "Rise" by team Wakinghour (www.wakinghour.org)

2008 - 2009

Modelling and texturing in a team for a Half Life 2 Mod, as part of a "Games Development" module

2006 -2007

Modelling, Texturing, Rigging and animation for a side scrolling platform game along with two programmers, using the "Java Monkey Engine"

Personal Interests

- Avid gamer: Actively playing computer games
- Photography: compiling my own texture library
- Music: playing the piano and drums
- Game design / Coding: Creating small Indy titles for Xbla and Kongregate

