

Ole Groenbaek

Environment Artist

CV 2010

CONTACT INFORMATION

Name: Ole Groenbaek
Address: Apt. 56 A Teesside House, 108a
Borough Rd. TS1 2HJ
Middlesbrough
Cell Phone: 07507745735
Email: OleGroenbaek@Gmail.com

PERSONAL INFORMATION

Status: International Student recently graduated from Teesside University
EU Nationality: Danish
Location: Middlesbrough
Sex: Male
Portfolio: <http://www.olegr.com>

EMPLOYMENT HISTORY

August 2008 – June 2009:

Graphics Designer at Senikov APS, Denmark

- Assignments involving 3d renders for web based games.
- Assignments involving the use of Photoshop for creating web graphics
- Working towards tight deadlines

2004-2006

Factory Worker at Printline A/S, Denmark

- Working as part of a team manufacturing circuit boards for industrial use.

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)

2001-2004

College, Full time student at Tornbjerg Gymnasium (Denmark)

COMPETENCE & INTERESTS

Computer Skills

-Main applications: 3D Studio Max, Photoshop, Zbrush, Unreal Engine 3 Editor, Hammer (Source) Editor

-Also proficient in: Adobe Premiere, Sony Vegas Movie Studio, Xnormal, Crazybump

Industry Relevant Experience

2009 - 2010

Modelling and texturing for two mod groups: one unannounced, and "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

2007

Working for short periods of time (1-3 months) as a modeller with two different mod-groups utilizing the Unreal Engine 3

2006 -2007

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

2006

Small pre-rendered sequences for an adventure game, created with one programmer

2002-2004

Leader and organizer for a college based lan party

Personal Interests

- Avid gamer: Actively playing computer games
 - Photography: compiling my own texture library
 - Music: playing the piano and drums
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