

CV

Mattias Kirsten

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Portfolio: www.mattiaskirsten.com

+46 737 77 49 10

Work Experience

- 3D Animator, DICE
www.dice.se
Responsibilities: Creating and implementing animation assets for a AAA production
Jan, 2016 – Present. Stockholm, Sweden
- Lead Animator, Star Stable Entertainment
www.starstable.com
Responsibilities: Animation, Motion Capture recording and editing, Rigging, Scheduling, Recruitment and Management of the Animation Team
May, 2016 – Dec 2016. Stockholm, Sweden
- 3D Animator, Star Stable Entertainment
www.starstable.com
Responsibilities: Animation and Rigging
Jan, 2015 – May, 2016 Stockholm, Sweden
- 3D Animator, Full Control
www.fullcontrol.dk
As an intern I had the responsibility of creating and reworking animations for Space Hulk: Ascension.
I was also tasked with maintaining the animation pipeline and the rigs.
July – Nov, 2014. Copenhagen, Denmark
- 3D Animator, Defrost Games
www.defrostgames.com
As an intern I created the character animations for the main character in Project Temporality.
Jun – Aug, 2012. Malmö, Sweden

Education

- Technical Artist, The Game Assembly, Higher vocational education www.thegameassembly.com
Animation, Motion Capture, Rigging,, Animation Pipelines
Sep, 2013 – Nov,2014. Malmö, Sweden, Higher vocational education
- Bachelor's degree in Computer Graphics and Animation, Gotland University www.campusgotland.uu.se
Work of notice:
 - Lead animator on short film Les Rivaux
 - Coordinator for my class exhibition at Gotland Game Conference 2011
Sep, 2010 – Jun, 2013. Visby, Sweden.

Technical Skills

Maya, MotionBuilder, 3Ds Max, Python, MEL, Adobe Premiere, Adobe After Effects

Languages

Swedish – Fluent

English – Full Professional Proficiency

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Extra Curriculum

- Theater – Second Year, Blekinge läns Folkhögskola
www.blekingefolkhogskola.se
During one year me and my classmates tried our hands on a variety of different acting techniques which ended in a small tour of Sweden with a play called "Container"
Sep, 2007 – Jun, 2008. Bräkne-Hoby, Sweden.
- Main actor in movie - "5000 pieces"
I starred in a 90 min film called "5000 pieces" (5000 bitar) in where my character, Tom, tries to complete a puzzle consisting of 5000 pieces. The film was heavily featured on a Swedish student TV-channel called S-teve.
June, 2007. Lund, Sweden.
- Stunt Course, Fridhems Folkhögskola
I completed a one week crash course where we under the supervision of professional stunt men learned how to use weapons, get hit by cars, fall from up to three meters and walking while being on fire.
July 2007. Svalöv, Sweden.