
Experience:

- Jan 2016 - **3D Modeling Artist - Rainmaker, Vancouver, Canada**
May 2016 • Worked with a team creating all the 3D modeling for Barbie Video Game Hero movie. Modeling characters, assets and environments as well as set building.
- Feb 2015 - **Creative Scientist – Touch Surgery, London, UK**
Aug 2015 • Worked as a 3D hard surface modeler and organic anatomical modeler creating apps used to train surgeons to perform surgeries. Responsible for preparing for upcoming modules, creating 3D anatomy required for each procedure, as well as medical instruments and equipment.
- Sept 2014 - **3D Modeler & Rigger – Blue Castle Productions Ltd, London, UK**
Dec 2015 • Worked on several projects as a freelancer creating new models and rigs, as well as upgrades to previously modeled and rigged work being used for kids program that is re-airing.
- Sept 2013 - **3D Modeler – Electric Theatre Collective, London, UK**
Aug 2014 • Worked on several projects as a freelancer, collaborating with a team of CG artists to create high res 3D models for UK TV commercials. Including multi-national companies; *PlayStation* and *Goodyear*.
- Oct 2011 - **Rigging Lead, “Aisha & The Shell” animated shortfilm, San Francisco CA, USA**
Nov 2013 • Responsible for rigs, hair dynamics and ncloth. Create demos to teach new, relevant techniques. Expediting workflow. Assist with creation of models and textures as needed.
- Aug 2008 - **Workshop & Support Instructor – Academy of Art University, San Francisco CA, USA**
Aug 2012 • Taught online and onsite workshops, including; 3D Modeling, blendshapes, Texturing, UV’s, Rigging, shading and lighting. Worked with diverse personalities and varying learning styles, including special needs, and non-fluent English speakers.
- Aug 2010 - **Rigging TD – Tinker Heavy Industries, San Francisco CA, USA**
Dec 2010 • Created educational video game content for mobile platforms. Responsible for all TD rigging work, specifically rigging in Maya and set ups in Unity. Creating all the rigs for the video games; *Alphabet Connect* and *Little Red* (cancelled). Worked remotely, in cross functional team.
- Jan 2010 - **Teacher Assistant, Academy of Art University – San Francisco CA, USA**
Dec 2010 • Responsible for leading a classroom of 20 students. Teaching sculpture and modeling demos, tutorials and techniques. Assigning weekly homework and grading. Classical figure sculpture.
- Sep 2010 - **3D Modeler, Hugvilla shortfilm, San Francisco, CA, USA**
Nov 2010 Created the 3D models used for a visual effects shortfilm, Hugvilla. Responding to feedback and implementing changes expeditiously, to meet and exceed client requests and expectations.
- May 2008 - **3D Modeler & Rigger – PDI, San Francisco, CA, USA**
Aug 2008 • Worked in a team to create billboards ads and TV commercials, for companies such as *Sprint* and *Jelly Belly* and Billboard advertising for the 2008 *Superbowl game*. Responsible for Modeling, shaders, texturing, UV’s, lighting and rendering high resolution, hard surface models.

Software:

- Maya, Z-Brush, Mudbox Adobe Creative Suite, Key Shot. • PC / Mac / Linux.
- MEL, Python, nCloth, Hair Dynamics.

Education:

2008 - 2011	MFA	Fine Art: Figure Sculpture	Academy of Art University	San Francisco, CA, USA
2005 - 2008	BFA	Animation & Visual Effects	Academy of Art University	San Francisco, CA, USA
2001 - 2004	A-Level	I.T.	Junior College Fjölbraut Breiðholt	Iceland