

# KJETIL MOLTEBERG

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## COMPETENCIES

- Very dedicated, and has a positive attitude, works very well both in teams and independently.
  - Strong sense of problem solving and finding alternative methods.
- |   |  |            |
|---|--|------------|
| - Maya<br>(3 years professionally, 2 years education) | - 3D Studio Max<br>(2 year Professionally) | - Mudbox   |
| - After Effects                                       | - Eyeon Fusion                             | - Shake    |
| - Photoshop   | - Premiere                                 | -Bodypaint |

## EXPERIENCE

### **BUG AS**                      **Lighter/Shader / Compositing artist / TD.**

2008-2009 --                      Bergen, Norway

Currently working on feature animation series "City of Friends".

( <http://www.cityoffriends.net/> )

Involved in producing the series, including pre production and building up the current pipeline, including custom tools and scripts.

Pipeline Layout. Modelling, Surfacing, Compositing, Rendering, Scripting.

### **FREELANCE**                      **Generalist**

2008                                      Bergen, Norway

Various non disclosure projects

Modelling, Texturing, Compositing, Rendering.

### **FREELANCE**                      **Generalist**

2007-2008                              Stavanger, Norway

Various non disclosure projects

Modelling, Texturing, Compositing, Rendering.

### **TRYLLEFILM**                      **Generalist**

2007                                      Stavanger, Norway

Worked on several projects, within a team of 4 people, including visual effects for film (Monocerus).

Work have been many folded, ranging from bluescreen, marker removal, color grading, motion graphics, pre visualisation, animation, rigging and concept painting, but as a majority most of the work has been modelling, texturing, compositing and particle effects.

### **FREELANCE**                      **Generalist**

2005-2006                              Stavanger, Norway

Various projects

Industrial Modelling, Rendering. Occasional graphic design / layout.

### **FILMKAMERATENE**                      **Render / Compositing Artist**

2004                                      Oslo                                      TD

Contracted as a TD in a team of person team in the technical department, for a children's TV animated series for one season. The work included building props and scenery working together with the concept artist, making animation rigs for the animators, compositing with the use of shake, cleaning animation scenes, lighting and rendering.

### **TOXIC**                                      **Dynamics \ Animation.**

2004                                      Oslo, Norway

Worked on an award winning commercial short for Tvillingforeldreforeningen (Twin Parents

Association), within a team of 3 in addition to one motion graphics artist. Work included

morphtargets/blendshapes, lip sync, proxy modelling, soft body and particle dynamics and rigging.

### **GIMPVILLE**                                      **Modeler / Texturer**

2004                                      Oslo, Norway

Hired as a modeller and texturer for Colorline's new flagship Color Fantasy. Job was primarily architectural interior modelling and texturing that would result in beauty renders.

*July - 2009*

## **EDUCATION**

### **IDEFAGSKOLEN**

2003 Tønsberg, Norway 3D Animation Maya

### **IDEFAGSKOLEN**

2002 Tønsberg, Norway 3D Design Maya

## **HOBBIES**

- Drawing and painting.
- Programming.