

SVERRIR KRISTJANSSON

3D MODELER – TEXTURE ARTIST

<http://www.sverrirkristjansson.com>

A: 10 Lupine Ave, #13 San Francisco – CA 94118

T: 415-215-1014

E: sverrirk3d@gmail.com

SUMMARY

Sverrir specializes in 3D modeling and texturing in a variety of styles from photo realistic to cartoony, for a wide range of 3D productions. Sverrir's expertise is in developing compelling 3D environments, but his skills also include lighting and compositing both for CG integration and fully CG productions. He is a driven artist with a passion for gaming, cinematography, traditional sculpting and drawing.

EDUCATION

02.20.2012 - 01.20.2013

Diploma in 3D Animation and Visual Effects from Vancouver Film School

<http://www.vfs.com>

*Graduated with honors

09.01.2007 – 03.03.2010

BA in Stage and Costume Design from Accademia Santa Giulia

<http://www.accademiasantagiulia.it>

*Graduated with Cum Laude

EXPERIENCE

10.18.2014 – 03.03.2015

Texture Artist - RVX (Reykjavik, Iceland) - "Everest" feature film

www.rvx.is

06.01.2013 – 10.18.2014

3D Generalist – Caoz Animation Studio (Reykjavik, Iceland) - "Elias" animated TV series

<http://www.caoz.is>

04.01.2013 – 04.01.2014

3D Generalist (freelancer) – Sitrus (Reykjavik, Iceland) – TV advertisements

<http://www.sitrus.is>

SKILLS

Modeling
Low-poly modeling
Texturing
Shading
Lighting
Match move
Compositing
Matte painting
Illustration
Design
Life Drawing

SOFTWARE

Maya
Softimage
Z-Brush
Mudbox
Mari
Adobe Photoshop
Adobe Illustrator
Match Mover
Nuke
Unity
Microsoft Office

LANGUAGES

Italian – Fluent
English – Fluent
Icelandic - Fluent