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BJARMI SÆMUNDSSON

CHARACTER ARTIST

Experience

QVISTEN ANIMATION

April 2018 - Present | Character & asset modeler

Kaptein Sabeltann (2019) - Modeled most of the crew characters in the film as well as all of the animals. Also did look development on few characters.

Knutsen & Ludvigsen 2 (2020) - Responsible for all the characters in the feature as well as working closely with the rigging department to figure out solutions for a new base mesh.

Jul på Kutoppen (2020) - Worked mostly on assets and environment as there were few new characters in this universe. Modeled one character.

nWAVE PICTURES

Jan 2017 - April 2018 | Character modeler

Queen's Corgi (2019) - Only worked on characters on this feature. Both humans and animals.

RVX

Dec 2015 - Mar 2016 | Asset/Environment modeler

Everest VR - Modeled props and environments for a VR video game experience.

EDUCATION

GAME CHARACTER ACADEMY, 2013-2015
Two year online character art course

UNIVERSITY OF HERTFORDSHIRE, 2012-2013
One year studying Animation.

MULTIMEDIA SCHOOL OF ICELAND, 2009 - 2011
Diploma in multimedia design.

SOFTWARE & SKILLS

MAYA
3DS MAX
ZBRUSH
MARI
SUBSTANCE PAINTER

MODELING
TOPOLOGY
UV
TEXTURING

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