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BJARMI SÆMUNDSSON

CHARACTER ARTIST

Experience

QVISTEN ANIMATION

April 2018 - Present | Character & asset modeler

Julenissens Verksted (2026) - Character modeling, blendshapes, props and sets. Responsible for all the groom in the film.

Flaklypa : Full Gass (2025) - Character modeling, blendshapes and responsible for all the groom in the film.

Kaptein Sabeltann 2 (2025) - Asset modeling and groom for all new characters using Houdini as well as updating and cleaning groom from previous film.

Spermageddon (2024) - Did blendshapes on all the cast. Modelled two characters and responsible for look development.

Kutoppen 3 (2023) - Updated old characters and made new topology for the characters. Responsible for blendshapes for roughly 50% of the characters.

Kardemommeby (2022) - Character modelling and responsible for all the animals models.

Helt Super (2022) - Character and asset modelling.

Jul på Kutoppen (2020) - Worked mostly on assets and environment. Responsible for one new character to this universe.

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

Kaptein Sabeltann (2019) - Modeled most of the crew characters in the film as well as all of the animals. Look development on several charcters and props.

nWave PICTURES

Jan 2017 - April 2018 | Character modeler

Queens's Corgi (2019) - Worked as a character modeler on this feature film. Did both humans and animals.

Education

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

UNIVERSITY OF HERTFORDSHIRE, 2011-2012
One year studying Animation.

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