ANDERS ANTOFT - CURRICULUM VITAE

Ægirsvej 8, 3000 Helsingør • mobil: +45 26 15 33 05 • email: anders@antoft.dk

Resume of competence

- 8 years of experience in the Danish Games Industry
- Deep knowledge about Game Development
- Game Art, Architecture, form and creative process
- Leading, Teaching and Mentor creative teams
- Great People skills
- Played a shit load of games, and still love it

Work Experience

2011-Current 3D and Technical Artist, Zero Point Development A/S

Responsibility

- Coded several systems for controling animation, FX and Editor tools
- Highpoly and Lowpoly Modeling for games
- Texturing
- Shader Coding
- Maintain and develop tools and Pipelines in Python

2010-Current External Lecturer, ITU Copenhagen, Games Program

Responsibility

- Develop and maintain Course Curriculum and Blog for a course called "From Concept Art to Ingame Graphics"
- Lecturing and Project Supervision
- Plan and Conduct Exam

2011-Current External Evaluator, Teacher and Project Consultant, DADIU

Responsibility

- Evaluated the Graphical Production of the Final Projects, Spring 2011, created by 20 CG art students from the Animation Workshop Viborg
- Lecture about art production in games
- Consult mini and final student project
- Teach Unity3D basic skills

2010-2011 3D and Technical Artist, PLAYDEAD - part-time

Responsibility

- Create 3D Art, Rigging and Prototypes
- Art Pipeline Maintenance, Design and Development
- Tool development in Python and Mel
- Scripting in C#
- Shader Coding and design
- Planning and helping Graphical Interns

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2011   **3D and Technical Artist, APEX Virtual Entertainment - part-time**

Responsibility

- Create 3D art
- Project Management and Planning
- Scripting in C#
- Shader Coding and design

2010   **Freelance Teacher, ZAXIS / 3Dcollege Grenå**

Responsibility

- Taught a 3 week crash course in Unity3D for 60 students

2010-2011   **Freelance Artist, Zero Point Development A/S**

Responsibility

- Highpoly and Lowpoly Modeling for games
- Texturing
- Shader Coding
- Maintain and develop tools and Pipelines in Python

2006-2010   **Lead Artist, Zero Point Software A/S**

Results

- Brought INTERSTELLAR MARINES up among top two procent on international publishers order lists
- Did pre-greenlight due diligence with two publishers
- Planed and lead the graphical development of INTERSTELLAR MARINES publisher demo. Team of 15 developers with 5 artist. Budget +DKK 5 mio.
- Planed and lead the graphical development INTERSTELLAR MARINES: Prologue (never released). team of 20 developers with 9 artist. Budget DKK 18,5 mio.
- Planed and lead the graphical development INTERSTELLAR MARINES: The Vault (release oct. '09). team of 8 developers with 3 artist. Budget DKK 0,75 mio.
- Planed and lead the graphical development INTERSTELLAR MARINES: Bullseye (release dec. '09). team of 8 developers with 3 artist. Budget DKK 0,75 mio.
- Planed and lead the graphical development INTERSTELLAR MARINES: Running Man (release may. '10). team of 9 developers with 3 artist. Budget DKK 1,5 mio.
- Implemented the software development method SCRUM
- Helped expand the company from 4 to 20 developers
- Developed pipelines for Maya, XSI, unreal Engine 3 and Unity engine

Responsibility

- Team management
- Graphical production, main focus on environments
- Development and documentation of pipelines for the graphical production
- Defining guidelines and limitations for the graphical production
- Mentor and motivator for the artists
- Employment interviews
- Contact to educational institutions, and responsible for graphical interns
- Guiding the management about production priority and release planning

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Fall 2005   Architect, Staermose ARK

Results

- Sketch proposal for a residential area in Knabstrup
- Project proposal for authority approval for a residential area in Knabstrup
- Visualization and sales material for a residential area in Knabstrup
- Homepage for Stærmose ARK

Responsibility

- Production of blueprints
- Sketching
- Project development
- Contact to costumers
- Contact to developers
- Project budgeting

2004 - 2005   Environment Artist, Media Mobsters A/S

Results

- Playable demo that secured pre development contract with the publisher CDV A/S
- Designed a prototype in collaboration with lead Programmer Henrik Münter a SH based lighting model for character lighting
- Modeled a large amount of building modules for the game Paradise City
- PR material

Responsibility

- Modeling, texturing and lighting
- Rendering, DTP og PR material
- Maintained the Maya and 7days engine Pipeline

Self-employment and other projects

- 2008 - Guiding and lecturing about digital production for 3XN architect's department for digital media, by architect Kasper G. Jørgensen
- 2006 - With support from "Filmværkstedet" I created the short film MONO, in collaboration with composer and producer for "DR's Underholdningsorkester" Karl Skibsted and Director Benjamin Hesselholdt
- 2004 - as a self employed Architect I drew a sketch proposal for the prefab housing company Sørensen og Sørensen A/S
- 2002-2004 - Research assistant for prof. arch. Carsten Jul Christiansen and prof. arch. Steen Høyer at the royal academy of fine arts
- 2002 - internship at Sanaksenaho OY architects, Finland
- 2002 - Visualization Architect for the Arne Jacobsen exhibition at Louisiana Museum of Modern Art
- 2000-2002 - Visualization Architect, Staermose MAA
- 2000-2002 - Worked in the children wing at Louisiana Museum of Modern Art (communicate art for children)
- 1999 - worked as a model builder for Harlang + Stephensen Architects
- 1997 - at Sankt Annæ Gymnasium I was part of a small management group that administrated the annual school musical, with 250 participators and a 100.000+ budget

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Education

1998-2004 Study Architecture at the Royal Danish Academy of fine arts
1998 Holbæk artschool
1997 Math/Physics student from Sankt Annæ Highschool

Languages

- Danish: Mothers tongue
- English: Fluent in speech and writing
- German: Good knowledge
- Swedish: Good knowledge

Programs

- 3D - MAX, XSI, Maya, Zbrush, Mudbox, Silo, Rihno3D
- 2D - photoshop, indesign, illustrator, Dreamweaver, fusion, combustion, Autocad
- Game development - Unreal Engine 3, unity 3Dengine, 7days engine, mental mill
- Coding - C#, Python, mel, Cg, Php, Html and CSS
- Project Management - Microsoft Office, google, AlienBrain, Subversion, Fogbugz, Scrumworks, JIRA

Personal Information

Born 1977. Moved from Nørrebro to Helsingør in 2009 with my wife Maiken Louise Secher, who is educated fashion designer from the Danish Design School, she has worked as a manager for the children store Krusedulle and currently starting her own brand "RitaRufus". Together we have three sons. Arthur is nine years old, and attends Helsingør little school, Edgar is five years old and Balthasar is two year old.

Other interests

- Running, yoga and skateboarding(still a NOOB)
- Gaming and digital media
- My house, which need a loving hand and an architect
- Film, music and art