

Sindre Grannes Børresen

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Skills

C#, C++, Animation, Rigging, Unreal Engine 4, Unity, CryEngine, Stingray, Visual Studio, Motionbuilder, 3ds Max, Maya, Avid gamer.

Experience

FEBRUARY 2015 - PRESENT

Artplant/Toadman Interactive, Oslo - *Technical Animator*

- Keyframe Animation & Mocap
- Rigging
- Scripting
- Game Engine Animation Systems

MARCH 2010 - MARCH 2012

Crescent Moon Games, Online - *Animator*

- Keyframe Animation
- Rigging

APRIL 2011 - MAY 2011

Øyedrops, Oslo - *Animator*

- Keyframe Animation
- Rigging

APRIL 2009 - MAY 2012

Granimation, Drøbak - *Freelance Animator*

- Keyframe Animation
- Rigging

Education

AUGUST 2012 - JUNE 2015

NTNU Gjøvik, Gjøvik - *Bachelor in game programming*

SEPTEMBER 2008 - MARCH 2010

Animation Mentor, Online - *Diploma in advanced character animation studies*

AUGUST 2005 - JUNE 2006

Noroff Instituttet, Oslo - *3D animation & Design*