Sindre Grannes Børresen

SLEIVERUDLIA 3
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Skills

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

Experience

OCTOBER 2019 - PRESENT
Granimation, Remote – *Freelance Technical Animator*

- Keyframe Animation
- Mocap Acting
- Mocap Editing
- Rigging
- Engine Animation Systems and Implementation

JULY 2018 - OCTOBER 2019
Toadman Interactive, Oslo – *Technical Animator*

- Keyframe Animation
- Mocap Editing
- Rigging
- Scripting
- Engine Animation Systems and Implementation

FEBRUARY 2015 - JULY 2018
Artplant, Oslo – *Lead Animator*

- Keyframe Animation
- Mocap Editing
- Rigging
- Scripting
- Engine Animation Systems and Implementation

APRIL 2009 - MAY 2012
Granimation, Oslo and Remote– *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*