

Sindre Opsahl Skaare

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(415) 601 0616

Skillset

- Highly proficient 3D Artist.
- 2 Years of industry experience in mobile game development.
- Advanced Maya user.
- Highly experienced with the Unity Engine.
- Very versatile, works with a wide range of styles and software.
- Experience with every stage in the pipeline, from concept to final animation and rig.
- Strong technical art skills. Particles, rendering, and shaders.
- Broad range of knowledge of tools, technology, and techniques.

Software

Maya, zBrush, 3DCoat, Quixel Suite, Photoshop, Mudbox, 3DSMax, Unity, UDK, Unreal 4, CrazyBump, Knald, xNormal, Nuke, VRay, MentalRay, Marmoset Toolbag, Keyshot, Perforce.

Work Experience

3D Artist, at Kiwi Inc

September 2014 - February 2015

- >Single 3D artist on a small internal prototype team working with the Unity engine.
- >Responsible for all character and environment art, plus lighting, VFX, shader coding, and some preliminary level design and concept art.
- >Responsible for designating our asset hierarchy and naming conventions.

Freelance Character Artist, for NPNF (No Play No Fun)

December 2014 - February 2015

- >Created six enemy monsters.
- >Closely matched concept art, communicating frequently to ensure accuracy.

Art Assistant, at Warner Brothers Games San Francisco

May 2014 - September 2014

- >Primarily environment art duties on an unannounced iOS game made with Unity.
- > Additional responsibilities included prefab generation in Unity, presentation renders, character skinning, and quality control of outsourced assets.

Freelance Character Artist, for Campo Santo

March 2014 - September 2014

- >Modeled the main character Henry for the game **Firewatch**.
- >Closely collaborated with the concept artist and animator to establish proportions and degree of stylization.
- >Detailed the character in zBrush and baked out and painted his textures.

Character Artist, at Sourcebits Inc

May 2013 - May 2014

- >3D Character artist working on a cancelled iOS game.
- >Modeled, sculpted, and textured a range of stylized units, critters and bosses. Using Maya, zBrush and 3D Coat.
- >Developed the character art pipeline and instructed coworkers in it.
- >Built a prototype of a sprite based realtime lighting system, and a method for dynamic color swapping for unit sprites using Unity.
- >Communicated with engineers regarding asset optimization and engine features.
- >Scripted Maya tools with MEL.
- >Assisted the team transitioning to Unity towards the end of the project, as I was the most experienced with the engine.

Environment Artist, at Massive Black Inc

Apr - Nov 2011

- >Worked on the Unity tech demo ***Mothhead***. Showcased at Siggraph 2012, Unite 11, and SFWorkshop 2012.
- >Environment art on two different scenes, an underground cave and sunny patio.
- >Created shaders, and scripted tools with MEL.

Character Artist, at Tall Chair Inc

Jan - Jun 2010

- >Designed, modeled and textured various characters and monsters for the iOS title ***Cowboys VS Zombies***, and one unannounced project using Unity.
- >Worked in a cartoony extreme-lowpoly style with handpainted textures.

Asset and Prop Artist, at Filmkameratene AS

Jun - Sep 2009

- >Worked on the feature animation film ***Elias and the Treasure of the Sea***, a movie adaption of a highly popular norwegian children's TV series.
- >Did modeling, texturing and design for various assets, props and critters. Including the sunken treasure ship central to the story.

Education

ZBrushWorkshops Masterclass. Online.

Sep 2014 - Dec 2014

Creative Creature Design with Peter Konig.

Academy of Art University. San Francisco, CA

Sep 2008 - Dec 2012

B.F.A in Animation & Visual Effects

Idefagskolen. Tønsberg, Norway

Aug 2006 - Jul 2008

3D Design & Animation