

Sindre Opsahl Skaare

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Oslo, Norway

Work Experience

Lead Artist and co-founder, of FooVR

January 2016 - current

- >Virtual Reality startup making The Foo Show. Plus client work for GameStop and Adult Swim.
- >Handles all art direction and asset creation. Modeling, texturing, lighting, graphic design, rendering, LOD generation, etc.
- >Also responsible for technical art, in particular rigging and shader programming.
- >Responsible for converting assets and art from different engines and projects to use with Unity.
- >Coded some basic systems for scene management and modular characters in C#

Contract 3D Artist, for Unity

October 2016 - December 2016

- >Created two character models, player hands, and two large modular environment assets for an internal VR prototype at Unity.

Environment Artist, at NWay

February 2015 - December 2015

- >Environment artist on the mobile action game ChronoBlade.
- >Created high resolution versions of the playable characters for use with cinematics.
- >Also assisted the technical artists with texture compression plugins for Unity, did some tools scripting for Maya, and prototyped a texturing workflow using Substance with one of the character artists.

Lead 3D Artist, at Kiwi Inc

September 2014 - February 2015

- >Lead 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.
- >Did some Maya pipeline tools scripting in Python.

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

December 2014 - February 2015

- >Created six enemy monsters for an unreleased mobile game.
- >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 the mobile game DC Legends.
- > Additional responsibilities included prefab generation in Unity, presentation renders, character skinning, and quality control of outsourced assets.

Contract 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 an isometric iOS strategy game.
- >Modeled, sculpted, and textured a range of stylized units, critters and bosses. Using Maya, zBrush and 3DCoat.
- >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 Intern, at Massive Black Inc

Apr 2011- 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.

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

Software Proficiency

Maya, Modo, zBrush, 3DCoat, Substance Designer & Painter, Quixel Suite, xNormal, Knald, Photoshop, Simplygon, Unity, Unreal, Fusion360, Perforce, SVN, Git.