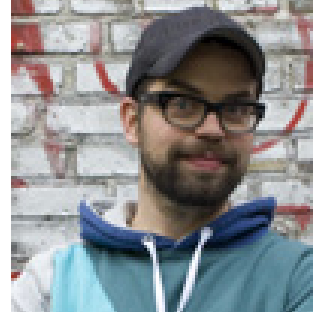


ANDERS ANTOFT - CURRICULUM VITAE

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

Resume of competence

- 3D Artist, main focus on environments
- Deep knowledge about realtime render engines
- 5+ years of experience in the games industry
- Played a shit load of games, and still love it
- Leading creative teams
- Architecture, form and creative process



Work Experience

2006-current 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

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

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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
- Prototyped 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 engine, 7days engine, mental mill
- Project Management - Microsoft Office, google, AlienBrain, Subversion, Fogbugz, Scrumworks

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 six years old, and attends Helsingør little school, Edgar is 2 years old and Balthasar our newborn.

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