

## Christian Sjøstedt

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[www.christiansjostedt.com](http://www.christiansjostedt.com)

### Skills:

Shading, Texturing, Lighting, Compositing, Modeling, Python, Tracking, FX, Simulations

### Experience:

(dd-mm-yy)

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| 01.01.13-<br>present   | Senior Generalist TD at Animal Logic-Fuel VFX  |
| 01.07.12-<br>10.01.13  | Senior Generalist TD at Animal Logic Pty   |
| 21.08.11 -<br>31.06.12 | Senior Lighting TD at the Moving-Picture Company (MPC)   |
| 01.02.11-<br>19.08.11  | Lead 3D Artist at "The Chimney Pot Copenhagen"<br>I was one of 5 co-founders setting up the company. I built the 3D pipeline and acted as Lead 3D/VFX Supervisor on Commercials and Music Videos.  |
| 01.07.10-<br>31.01.11  | Lead 3D Artist at Duckling A/S, later, Duckling&Sonne A/S<br>During my time at Duckling&Sonne I completely rebuilt their pipeline to optimize workflows and make it scaleable and inter-Studio friendly. I put together the team of artists and managed them at the same time as I was working on that project and other projects. I also acted as the VFX-Supervisor for the company, supervising many commercials. |
| 11.01.10 -<br>25.6.10  | Surfacing/Lighting TD at Animal Logic<br>During my time at Animal Logic I worked in both the surfacing and the Lighting departments. The project then was "SuckerPunch".   |
| 01.09.08-<br>10.01.10  | Maya Generalist at Duckling A/S.<br>As a part of the VFX team at Duckling, I have produced many television-commercials for the Danish, Scandinavian and world  |

market. My role have varied depending on the project at hand, everything from look development, lighting and shading, to tools-scripting and rigging.

01.01.07 - Released the AAA title, and 90%+ game "World In Conflict" And  
01.01.07

31.08.08 The sequel "Soviet Assault".  
Cinematics Artist at Massive Entertainment  
I have worked on the cinematics to the game, " World In Conflict", that was released now -07, and the cinematics to "Soviet Assault", that's being released in 2009.  
My responsibilities have been: Modeling, Texturing, Shading, Lighting, Rendering, particle FX and compositing. I have worked both on real-time cinematics, as well as prerendered cinematics.  
[www.massive.se](http://www.massive.se)

XX.05 - 06 Worked with IRIS ( a group of 5 Students at SOFE), on a punk  
XX.08 - 06 rock music video for the band ANTI-FLAG.  
The project stretched over a time-period of 17 weeks. I did  
Modeling, effects (particleFX and Fluids), Dynamic Camera  
Scripts

16.02 – 06 Game Concept Challenge ( Competition ,SOFE, for  
computergameconcepts)  
During a period of 7 weeks we,( a group of 6) developed a  
playable game on pc with 1 level, a Gamedesigndocument and  
most importantly a 3 min intro cinematic.  
I did level design/modeling, character modeling, along with half  
the cinematic.

Education:

2005-2007 SOFE - Digital Art (School of Future Entertainment(BCY-BTH))

2004-2005 Swedish Air force voluntary leadership classes

2003-2005 High school with a major in computer science and 3D

Languages:

Swedish -Native

English -Fluent

Danish -intermediate

Norwegian -intermediate

German -Basic

Software Experience:

Maya - Mental Ray advanced

Maya - Renderman Advanced(PRman, Mayaman, 3Delight, RMFM)

MARI - intermediate

Maxwell render (standalone and for Maya) - intermediate

Digital Fusion -advanced

Nuke - advanced

Photoshop - advanced

Photography (studio and environmental) - advanced

Z-Brush - advanced

Adobe premiere - intermediate

Modo - intermediate

Lightwave - beginner

XSI - beginner

hdr-shop - intermediate

Joe Alter's shave and haircut -

intermediate syflex intermediate

Programming languages: Python, MEL, PHP, CSS, SQL

References:

“I had the pleasure of working with Christian Sjöstedt as his CG Supervisor for MPC's visual effects work on the film, Wrath of the Titans.

I found Christian to be consistently diligent and hard working. He handled some of the most complex shots on the show with aplomb, and his work was always delivered on time and with high quality.”

Anders Langlands

CG Supervisor at MPC London

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“I hired Christian Sjöstedt in fixed position, working as a 3D Generalist/TD at Duckling A/S in Copenhagen, where I was Visual effect Supervisor and co-owner of the company. We worked together on many high end – national and international commercial productions. Christian is both a very skilled and talented artist, but also a very nice and social person. He has a great problem solving attitude and a great team spirit. He understands what it takes to do great looking CG and always put an effort in reaching his goal. I can highly recommend him to everybody”

Jonas Drehn

VFX-Supervisor Bacon Digital

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"As a former colleague of Christians I would have to say that he is one of the most talented people I have ever had the pleasure of working alongside. It amazed me how much passion and dedication he put into his work, even the smallest tasks. As an artist I would classify Christian as a generalist, but a generalist in its truest form i.e. he can handle any and all jobs, both artistic and technical, thrown at him and the final result is always of the highest quality."

Alex Oddbratt

Cinematics Technical Director Ubisoft Massive Entertainment

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"Christian is an easy to work with 3D generalist with good technical and social skills. In his time at Ubisoft Massive he worked with modeling and texturing as well as lighting and rendering. High quality and delivery in time has never been a problem with Christian. I can recommend Christian for any modeling, rendering, compositing or TD position." Anders Martinsson

Cinematics Project Manager Ubisoft Massive Entertainment