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Oskar Holmstrand

Technical Animator / Animation TD
CV 2 0 0 9

The gist of me

Technical Animator with very broad skills. Rigging, Skinning, Scripting, Workflow improvements, Content Pipeline optimization and Animation handled on a professional level. Texturing, Modelling, all the rest on a base/supportive level. Leadership experience and a generic can-do attitude.

Personal goals

I just want to be part of creating fun games. My part in this is to be a source of expertise and communication in the gray zone between programmers and artists, enabling synergies.

Private life

On weekdays I usually relax at home and play some computer games. Weekends I usually attend some parties or go to some club to dance, drink, meet friends or make new ones. I also do alot of thinking about philosophical issues and spawning wierd ideas.

Art related skills

I've been creating digital art since my first computer (c64, 1986). In addition to my creative talents, I know a lot about the technological aspect of computer art, and working in close cooperation with programmers. I'm not afraid of using obscure inhouse editors. I am also prone to constantly optimize my workflow.

Areas I perform on a professional level:

Animation. Rigging(biped,quadrappeds,anything). Skinning. Facial Setups. UV-mapping. Workflow management. Scripting.

Art software I handle on a expert level:

Adobe Photoshop. Adobe Premiere. Autodesk Maya. Autodesk Motionbuilder





Activity History

oct '07 - current

Avalanche Studios

Responsible for rigs, skinning and animation compression for several AAA projects and 1 smaller project. Facial rigging, Maya MEL-scripting, Motionbuilder Python scripting, Ragdolls setup.

jul '07 - oct'07

Coldwood Interactive

Mixed cg graphics artist. Animation, Modelling, Rigging. Among other things, I Made a special golf rig, and a six-axis control mapped to character animation for previs.

aug '06 - jun'07

The Garden

Studying animation at The Garden, Tumba. In-depth knowledge of animation.

aug '05 - aug'06

Freelance artist/programmer

Various web jobs, logotypes, originals, promotional animations etc. Spent much time working as a webprogrammer (*java, xml, javascript, rss, html*) for a medical company.

aug '02 -aug' 05

University (BSc)

Bachelors degree in computer graphics at gsCEPT. (Gaming studies, computer entertainment and production techniques). This included 3D modelling, character animation, character design, storyboarding, editing and level design. **My specialization revolved around computer games** and other realtime cg. I was also **very active in campus life**; *chairman of the student council, organizing campus-size parties & events, representing the school at fairs* and what not.

jan '02 - mar '02

Folkuniversitetet

Traditional art course (painting) and art history at Folkuniversitetet.

mar '01 - aug '01

Redeem Interactive Studios HB

Attempting to start our own business, me and some programmer friends started "Redeem Interactive Studios". The goal was to create an MMOPU (Massive multi-player online persistent universe) 3d space trading simulator game. Lack of external funding eventually made us give up. In the company, I was the only artist, so I did all of the conceptual and actual graphical artwork.

oct '00 - apr '01

S&T Virtual Reality Systems AB

On Sjöland & Thyselius Virtual Reality Systems AB I worked on the project "Blueberry3d" as the only artist. Blueberry3d is a real-time terrain visualization engine.

jan '00 - nov '00

Military Service

Military service. I was placed as a cryptographer for 10 months. The first 3 months were at S3, Boden, and the other 7 months on the Swedish armed forces headquarters in Stockholm. During my service I also took an ECDL.

sep '99 - jan '00

Alfaprint AB

PC-technician. Alfaprint is a pre-press/printing-works, so in addition to all the tech-stuff that came with the job, I got a lot of graphical knowledge.

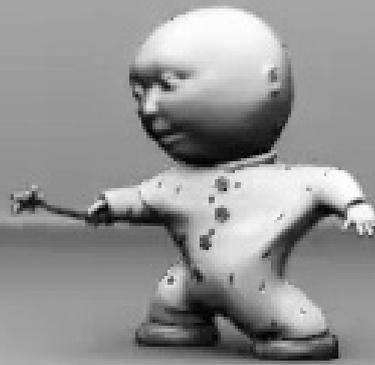
aug '96 - jun '99

Senior high school

Electronics/Computers, with focus on Network Administration, on Vilunda Gymnasium in Upplands Väsby, Sweden. Some programming in Visual Basic and Assembler.

Note that activities not related to computers or art have been excluded from the list.

Game history



march'09 (gamerankings.com 85%)

Avalanche Studios - The Hunter

1st person hunting simulator.

Responsible for Rigging, Skinning, Animation Compression setup and settings. Rigging 1st person rig, Deer rig, weapon rigs, quadraped ragdoll. Art & Animation asset structure.

coming 2010

Avalanche Studios - Just Cause 2

3rd person action title.

Responsible for Rigging, Skinning, Animation Compression setup and settings. Also did the ragdolls, and many scripts to optimize workflow. Modular facial setup for quickly creating facial controls for all key characters in cutscenes.

discontinued (2008)

Avalanche Studios - unannounced AAA title

3rd person action title.

Responsible for Rigging, Skinning, Animation Compression setup and settings. Also did the ragdolls, and many scripts to optimize workflow. Made a system for partially shared animation assets.

discontinued (2008)

Avalanche Studios - unannounced AAA title

3rd person action title.

Responsible for Rigging, Skinning, Animation Compression setup and settings. Rigging bipeds, quadraped, and other more special rigs.

2008

Coldwood Interactive - onGolf

Online skillbased gaming.

Rigging. Most notable was a special golfswing rig based on actual golf-swing theory which adjusted motioncapture data to be more 'correct' and dynamic.

2005

Dataductus Games - Foreign Ground

1st person conflict decisionmaking simulator.

Content pipeline and character rigging

2005

University Student Project - Untitled "3d Pacman"

Pacman in 1st person 3d. (extremely short project)

Rigging, Character modelling, Animation.

2004

University Student Project - A Pixie Year

1st person puzzle game

Rigging, Character Modelling/Texturing, Environment Modelling/Texturing, Game Design

discontinued (2001)

Redeem Interactive Studios - m60

Massive multiplayer space-trading/exploring/building game.

All art. Most notable was an art structure for highly modular spaceships. Designed many gameplay mechanics.

2001

S&T Virtual Reality Systems - Blueberry 3d

Procedural landscape and terrain visualization engine.

Designed profile splines for roads, textures, lods for partial vegetation loding, prefab objects and tweaked parameters for procedurally generated trees.