

David René Christensen

Process oriented 3D and 2d artist from Copenhagen, Denmark. proficient in variety of creative and technical disciplines, I'm able to take a holistic view on animation and CGI production and can define artistic and technical solution to meet story as well as production demands.

COMPETENCIES

- Lighting and rendering
- Look development
- Concept and Visual Development
- Digital mattepainting
- Compositing
- Modeling
- Technical Effects - Simulation and stateless proceduals
- character rigging
- scripting / Tool development
- Shader writing

SOFTWARE COMPETENCIES

- Autodesk Maya
- NUKE
- KATANA
- PRMan (RIS/RAYES)
- 3Delight
- V-Ray
- Python
- MEL
- RSL/RIB
- Adobe photoshop
- Adobe After Effects
- Adobe Premiere
- Zbrush

EDUCATION

- Bachelor of Arts, Animation - The Animation Workshop
- Classical Drawing - The Drawing Academy
- Academic Drawing - Den Klassiske Tegneskole

LANGUAGES

- Danish - Native
- English - Verbal and written

EXPERIENCE:

- **2017:** Lighting TD and Layout artist at Hydralab.
- **2016:** Lighting TD at MPC Film London.
- **2013– 2016:** Senior CGI-Generalist at Hydralab.
Responsible for modeling, look development, character rigging, lighting and rendering, compositing, matte painting and tool development, as well as supervising junior artists.
- **2012– 2013:** 3D-Artist at M2 Film.
Worked on previs and assets - preparation/clean-up, rigging and look development
- **September 2011 – December 2011:** 3D-Artist intern at M Box bewegtbild GmbH.
Worked on several projects at M Box, primarily responsible for modeling, animation, shading and lighting, but also did simulation as well as Python and Mel scripting.
- **September 2010 – June 2011:** Director LOAD short,
- **May 2010 – January 2011:**
Director of Photography, colorist and compositor on the short film “Fangst” worked on a 17 minutes short directed by Adrian Dexter and Malte Burup.
- **July 2009 – August 2009:** 3D-Artist at Hydralab.
Work with camera matching, lighting and mattepainting on the short film “Machine”.