

Digital Designer with a strong illustration / 3D background, 15 years in the biz

2012 - 2015	Senior 3D artist: Full Control, responsible for all aspects of the hero characters in the digital edition of the Games Workshop IP: Space Hulk
2010 - 2015	Illustrator and Visualizer: Under the name witus, focused on 3D, visualisation, interactivity and illustration. Ongoing freelance: Phase One
2011	Industrial Designer: One of the 4 winners in Eve Online's Design a Starship competition, the design is part of the game exhibited at MoMA in NYC
2008	Industrial Designer: Winner of Peugeot's car design contest in Denmark and came in 29th worldwide (of 2500 submissions) as a side effect, personal experience with press and TV.
2006 - 2010	Graphical / Digital Designer: Kontrapunkt A/S projects of note: <ul style="list-style-type: none">• Digital visualisation of interiors for Novozymes• Digital packshots for Carlsberg, Tuborg, Kronenburg +• Graphical design for Financial Services Union Denmark• Website, screensaver og breaker for www.idainstitute.com• design of self-assessment application for Danish Industry (DI)• design of the Danish National museums newsletter• design of all graphical elements for Phase One's Capture One application - the program has been given 5 stars in "Digital Photographer" - furthermore development of elements for web - and later, GUI for digital backs + design of interface and icons for iPhone and iPad supporting the brands Camera equipment.
2006	3D Artist: 3D Huset aps. Web and 3D designer (architecture visualisation)
2005	Graphical / Digital Designer: <ul style="list-style-type: none">• Tabula Rasa Games, freelance 3D and web design.• Teacher, Royal Danish Academy of Fine Arts (DKDS) in: Photoshop, Illustrator and 3D studie Max.• Zeitguyz Game Developers, contract period as Lead Artist• Freelance illustrator for the Royal Teathre and Magasin du Nord.
2004	3D Artist: Bachelor project, Academy of Fine Arts' first fully working and distributed 3D game "Ultraball" - a FarCry mod, praised in both US and Germany
2003	Junior 3D Artist: Deadline Games A/S: On the Playstation 2 title: "Total Overdose".
2001	Graphical Apprenticeship: Kontrapunkt A/S, Copenhagen: Helped design the identity and pictograms for Billund Airport. <ul style="list-style-type: none">• Passed, acceptance for Royal Danish Academy of Fine Arts.
1999 - 2001	Graphical Apprenticeship: Paintbox Prepress, Copenhagen.
1997 - 1998	Non commisioned officer: Jutlandian Dragoon Regiment, Holstebro
1996	Student: Nyborg Grammar School, - focused on science and mathematics.

Relevant skills:

Languages: Danish, German and English written and spoken fluently

Software: Expert user: Photoshop, Illustrator, 3D Studie Max, Vray.

Common user: Flash, Dreamworks, Indesign, Quark Xpress.

Other: Skilled analogue freehand artist.