



# SIMON OCHSENIUS

Technical Animator

**Portfolio** [www.simonochsenius.com](http://www.simonochsenius.com)  
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## EMPLOYMENT

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2021 -	Avalanche Studios Group <a href="https://avalanchestudios.com/">https://avalanchestudios.com/</a>	Technical Animator for the Liverpool studio of Expansive Worlds. Making tools, rigging, skinning and setting up statemachines for our current project.
2018 - 2021	Station Interactive <a href="https://www.station-interactive.com/">https://www.station-interactive.com/</a>	Set up animation pipeline for our projects. Rigging, skinning and animating all our agents as well as scripting minor tools for 3D team.
2017 - 2018	Station Interactive <a href="https://www.station-interactive.com/">https://www.station-interactive.com/</a>	6 month internship as rigger, animator and 3D generalist.
2013 - 2014	Volvo Information Technology <a href="http://www.volvogroup.com">www.volvogroup.com</a>	Worked as Systems Analyst, developing, installing and maintaining factory logistics applications for global solutions.

## EDUCATION

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2015-2017	The Game Assembly <a href="http://thegameassembly.com">thegameassembly.com</a>	Advanced Diploma in Higher Vocational Education in Game Art
2014-2015	University of Skövde <a href="http://www.his.se">www.his.se</a>	Mixed courses in traditional and digital arts (60 credits)
2009-2012	University of Skövde <a href="http://www.his.se">www.his.se</a>	Bachelor of Science with a major in Informatics (180 credits)

## EXPERIENCE

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2018	Sackboy: A Big Adventure <i>Sumo Digital</i>	Initial rigging and animation of some enemies.
2015-2017	The Game Assembly <a href="http://thegameassembly.com">thegameassembly.com</a>	8 student projects as 3D Artist/Animator

## APPLICATIONS & LANGUAGES

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Maya	Experienced	English	Full professional proficiency
Python Scripting	Experienced	Swedish	Native language
Substance Painter	Experienced	Spanish	Native language
Photoshop	Experienced		
Unity	Comfortable		
ZBrush	Comfortable		
Motionbuilder	Comfortable		