



## Torkil Malvik Bidtnes

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**Born:** 3 June 1996  
**Portfolio:** [Torkilmb.com](http://Torkilmb.com)

My name is Torkil and I am a 2D Animator, Game Designer, and Illustrator. I have been using Adobe Flash/Animate since 2013 to create my cartoons. I have experience with designing and creating props and weapons for games.

I am self-driven, having created countless personal and collaborative game/animation projects with others.

### Work Experience

June 2016 - November 2018	<b>Kindergarten Media AS</b>
	<i>Created animatics, clean-up, and took part in creative decisions for a 2D animated short film</i>

### Skills

<b>Software</b>	Adobe Photoshop, Adobe Animate, Adobe After Effects, Cinema 4D, ZBrush, Clip Studio Paint, Paint Tool Sai
<b>Language</b>	<b>Norwegian Bokmål</b> - mother language
	<b>English</b> - Excellent

### Education

August 2016- June 2018	<b>Kristiania University College /3D og Animasjon 2 years</b>
	<i>Learned to make and navigate Cinema 4D and After Effects. Completed projects from start to finish involving every step of the animation pipeline. The final assignment I made was a film combining both 3D and 2D animation.</i>
August 2015- May 2016	<b>Bjerkely folkehøyskole, Arneberg - comics</b>
	<i>Learned how to layout and make illustrated comics.</i>

### School

<b>3 years</b>	<b>Ole vig High School</b>
August 2014- June 2015	<i>VG3 - Printing and photography</i>
August 2013- June 2014	<i>VG2 - Interior and Exhibition Design</i>
August 2012- June 2013	<i>VG1 - Design and handcraft</i>