



Torkil Malvik Bidtnes

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Born: 3 June 1996
Portfolio: 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 - Desember 2018	Kindergarten Media AS
	<i>Created animatics, clean-up, and took part in creative decisions for a 2D animated short film</i>

Skills

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

Education

August 2016- June 2018	Kristiania University College /3D og Animation 2 years
	<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	Bjerkely folkehøyskole, Arneberg - comics
	<i>Learned how to layout and make illustrated comics.</i>

School

3 years	Ole vig High School
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>