

Torkil Malvik Bidtnes - CV

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Email: torkilo@outlook.com
Born: 3 June 1996
Portfolio: Torkilmb.com



Since I was 13 years old, I have had an interest in 2D animation and design. Artistically strong and is safe in my field and works well both independently and in teams. Has warmth and humor, is creative, flexible and hardworking.

I have worked on a short film for "Kindergarten Media" where I got to design and animate all the characters that I finished in November 2018. Currently working for BERRE as their animator and illustrator in Trondheim

I am perceived as inclusive and motivating, and have a high work ethic. Concerned with helping others and meeting people's needs, work well under pressure and are patient.

Work Experience

September 2019 - on going	BERRE Kommunikasjonsbyrå AS
	<i>Main illustrator and animator</i>
2017 - on going	Megastorm games LLC
	<i>Concept artist for weapons and characters for "Shotgun Farmers"</i>
June 2019 - September 2019	Spætt film
	<i>Did animation with After effects and was there as a internship</i>
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	<p>Software i am confident with: Adobe Photoshop, Adobe Animate, Adobe After Effects and Clip Studio Paint.</p> <p>Software i'm familiar with: Cinema 4D, Adobe Character Animator, Adobe illustrator and ZBrush.</p>
Language	Norwegian Bokmål - native language
	English - Excellent

Education

August 2016- June 2018	Kristiania University College - 3D and Animation 2 years
	<i>Learned to make and navigate in 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>

Hobbies

Designer for games, create illustrations and for the past few years I have been creating concept art for Team Fortress 2. Have been considering getting into creating comics for this past year. I like to be with friends and enjoy talking/playing with them.

Reference

Names	Work place	Phone numbers
Arnt Ivar Tiset	<i>3D og Animation teacher for Kristiania University College</i>	<i>(+0047) 975 70 054</i>
Petter Schanke Olsen	<i>Kindergarten Media AS</i>	<i>(+0047) 924 11 147</i>
Hallvard A. Ulsund	<i>Kindergarten Media AS</i>	<i>(+0047) 908 90 976</i>