

MARIUS HATLELID

3D Generalist, 3D You Need

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Oslo, Norway

Experience

3D Generalist • 3D You Need

Oslo, Norway • Feb 2015 – Present

Mar - Jun 2018:

- Movie short for [Johnny Han](#) and [Nicky Neon](#).
I made 20 spaceships for an upcoming SciFi short.

Jan - Feb 2018:

- Terra Short for [Johnny Han](#) and [FrostFX](#).
I made a digital double for an actress (Terra), as well as her facial animation in a key scene. (1 million views in 4 days)
[Video](#)

Dec 2017:

- Movie for [Pilot Light VFX](#).
I made scene elements for [Blindspotting](#).

Sep 2017- (current):

- Movie (unannounced) for [Alexandre Prod'homme](#)
I am making scene elements for an upcoming movie.

Sep 2017:

- TV Spot for [Johnny Han](#)
I cleaned plates, made alpha's and camera-matched geometry for [NFL GamePass](#) spot.

3D Generalist • Attensi

Oslo, Norway • Apr 2015 – Sep 2017

At Attensi we make 3D RPG-style simulations.

My responsibilities consisted of :

- Making environments such as stores and hospitals, either from scratch or BIM;
- Texturing
- Modeling/Sculpting characters
- Art Direction/Previs
- Animation
- Rigging
- Concepting

3D Artist • Westerdals Oslo School of Arts, Communication and Technology

Oslo, Norway • Jan 2015 – Feb 2015

responsible for making motion graphics for their Promo's opening and ending. I also did some rotoscoping of a scene.

Sadly, at the very end, the customer decided to go in a different direction.

Workshop Facilitator and Presenter • Brøttum childrens- and middleschool

Brøttum, Norway • Oct 2014 – Oct 2014

Education

Bachelor's Degree • 3D Graphics

Norwegian School of Information
Technology (NITH)
2011 – 2014

High School • General Study

Nesodden Videregående
2008 – 2011

Skills

Industries

Animation • VFX • Game Development •
Gamification • VR • Visualization

Software

3D Studio Max • Zbrush • Photoshop •
Marvelous Designer • Unity • Vray • Maya
• After Effects • Nuke • Substance Painter

Languages

Bokmål, Norwegian – Native

English – Fluent

Hobbies

Improvised Theatre – 1 year

Drawing

For one week, i introduced a junior highschool to the world of 3d graphics and 3d working pipelines. As well as teaching them how to sculpt in a sculpting package.

Through this experience, i not only learnt how to be a tutor, but also how to appear in front of a large audience and convey a message to each and every one.

3D Artist and Character TD • Attensi

Oslo, Norway • Jan 2014 – May 2014

Worked at Attensi AS as my Bachelor thesis, with two game designers, one programmer, and another 3d artist. We made a game prototype for Attensi to sell to Vestfoldmuseene; while researching for our Bachelor paper.

We made a fully interactive RPG game based on a flythrough model of Tunsberghus, as well as some other Unity assets. The goal was to make it accurately look and feel as how the actual castle and environment would have been in the late 1200s.

Since the end customer was a museum, making it historically correct was paramount.

Tasks:

- making and editing objects, environments and characters
- designing textures
- making HUD objects
- creating advanced skeletal systems to fit characters and clothes
- creating and editing animations for characters and animals

Will provide references upon request