

**Sindre Opsahl Skaare**  
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(+47) 95 13 34 64

**Tech Artist and 3D Art Generalist**

## **Skillset**

### **Expertise:**

Hard Surface Modeling, Organic Modeling, Sculpting, Shader Programming, Materials, Character Art, Environment Art, UV Mapping, Texturing, Baking, Rendering, Performance Optimization.

### **Experienced:**

Rigging, Scripting, Photogrammetry, Particle Effects, Procedural Modeling, Procedural Texturing, Compositing, Lighting, Source Control.

### **Intermediate:**

Animation, Character Design, Concept Design, Illustration, Project Management, Graphic Design.

## **Software**

### **Expertise:**

Unity, Maya, zBrush, Modo, Photoshop, Substance Painter, Substance Designer, xNormal, ARFoundation.

### **Experienced:**

Blender, Unreal, 3DCoat, Python, C#, Git, Perforce, RealityCapture, Nuke, Blackmagic Fusion.

### **Intermediate:**

3DSMax, Houdini, Marvelous Designer, After Effects, Premiere, DaVinci Resolve, Fusion360, Qt.

## **Work Experience**

### **Stray Bombay**

*Nov 2021 - Current*

- Seattle studio making the Left4Dead spiritual successor **The Anacrusis** (2021).
- Tech Artist doing character skinning, materials/shaders, and general Unreal tech art groundwork.

### **Black Book AS**

*Apr 2019 - Nov 2021*

- Norwegian game developer based in Oslo.
- Senior 3D Artist and Tech Artist on the adventure game **Lucid** (TBA) and the Augmented Reality app **HIDDEN** (2019).

**FOOVR***Jan 2016 - Apr 2019*

- San Francisco based Virtual Reality startup.
- Co-Founder and Lead Artist on the VR talk show **The FOO Show** (2016), and the Adult Swim Super Bowl livestream **Pregame Prognostications from the Pigskin Wyzard** (2017).

**nWay***Feb 2015-Dec 2015*

- San Francisco based mobile games studio.
- 3D Art, Lighting, and Tech Art for the action brawler **ChronoBlade** (2015).

**KIWI Inc***Sep 2014 - Feb 2015*

- Palo Alto based Android games studio.
- 3D Art, Concept Art, and Tech Art for the action game **Ballistic** (cancelled).

**Warner Brothers SF***May 2014 - Sep 2014*

- Warner Brother's mobile games studio in San Francisco.
- Junior 3D Artist on the strategy game **DC Legends** (2016).

**Campo Santo***Mar 2014 - May 2014*

- San Francisco based game developer, now acquired by Valve.
- Character modeling for the main character Henry in **Firewatch** (2016).

**Sourcebits Inc***May 2013 - May 2014*

- San Francisco based mobile games studio. Later rebranded as Wandake.
- Junior 3D Artist on the strategy game **Never Ever** (cancelled).

**Massive Black Inc***May 2011 - Nov 2011*

- San Francisco based concept art studio and production house.
- 3D Artist Intern working on the Unity tech demo **Mothhead** (2012).

**Filmkameratene AS***Jun 2009 - Sep 2009*

- 3D Artist on the children's movie **Elias and the Treasure of the Sea** (2010).

**Education****ZBrushWorkshops Masterclass** *Sep 2014 - Dec 2014*

- Creative Creature Design with Peter Konig.

**Academy of Art University***Sep 2008 - Dec 2012*

- San Francisco based Art School.
- Bachelor of Fine Arts in 3D Animation and Special Effects.

**Idefagskolen***Aug 2006 - Jul 2008*

- Norwegian trade school for digital media.
- Two year training in 3D Design and 3D Animation.