

Digital Designer and teacher with a strong illustration / 3D background, 19 years in the biz, 4 years teaching.

2018 - 2019 **Associate Professor:** With ZBC HTX Slagelse, teaching classical design and running an experimental automotive design class anchored in the Michelin Design Challenge.

2015 - 2018 **Associate Professor:** Working at Game College in Grenaa Denmark, teaching classic and game design to HTX students (Technical highschoolers).

2012 - 2015 **Senior 3D artist:** Full Control, responsible for all aspects of the hero characters in the digital edition of the Games Workshop IP: Space Hulk 1 and Ascension.

2010 - 2015 **Illustrator and Visualizer:** Under the name witus (www.witus.dk), 3D, visualisation, interactivity and illustration. Ongoing freelance: Phase One

2011 **Industrial Designer:** One of the 4 winners in Eve Online's Design a Starship competition, the design is part of the game exhibited at MoMA in NYC

2008 **Industrial Designer:** Winner of Peugeot's car design contest in Denmark and came in 29th worldwide (of 2500 submissions) as a side effect, personal experience with press and TV.

2006 - 2010 **Graphical / Digital Designer:**
Kontrapunkt A/S projects of note:

- Digital visualisation of interiors for Novozymes
- Digital packshots for Carlsberg, Tuborg, Kronenburg +
- Graphical design for Financial Services Union Denmark
- Website, screensaver og breaker for www.idainstitute.com
- design of self-assesment application for Danish Industry (DI)
- design of the Danish National museums newsletter
- design of all GUI elements for Phase One's Capture One application - their IQ camera back, tablet and smartphone applications and XF Camera system

2006 **3D Artist:** 3D Huset aps. Web and 3D designer (architecture visualisation)

2005 **Graphical / Digital Designer:**

- Tabula Rasa Games, freelance 3D and web design.
- Teacher, Royal Danish Academy of Fine Arts (KADK) in: Photoshop, Illustrator and 3D studie Max.
- Zeitguyz Game Developers, contract period as Lead Artist
- Freelance illustrator for the Royal Teathre and Magasin du Nord.

2005 **Design School graduate (comparative Digital Design Masters degree)**
Graduated from what was then called the Danish design school, today it is part of the organisation called: The Royal Danish Academy of Fine Arts Schools of Architecture, Design and Conservation

2004 **3D Artist:** Bachelor project, Academy of Fine Arts' first fully working and distributed 3D game "Ultraball" - a FarCry mod, praised in both US and Germany

2003 **Junior 3D Artist:** Deadline Games A/S:
On the Playstation 2 title: "Total Overdose".

2001 **Graphical Apprenticeship:** Kontrapunkt A/S, Copenhagen:
Helped design the identity and pictograms for Billund Airport.
• Passed, acceptance for The Royal Danish Academy of Fine Arts.

1999 - 2001 **Graphical Apprenticeship:** Paintbox Prepress, Copenhagen.

1997 - 1998 **Non commisioned officer:** Jutlandian Dragoon Regiment, Holstebro

1996 **STX Student:** Nyborg "Highschool", Math and science major.

Languages: Danish, German and English written and spoken fluently

Software: Expert user: Photoshop, Illustrator, 3D Studio Max, Vray.
Common user: Fusion 360, Unity, Indesign, Office.

Other: Skilled analogue freehand artist.