

# Curriculum Vitae – Markus Hammarstedt

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1986.08.01

## OBJECTIVE

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Strive to further develop my skills as an animator and work with the best people in the industry and create games of excellent quality.

## CAREER HISTORY

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*October 2011 – Present*

**Starbreeze**

**Animator**

- **Undisclosed Project, Multiplatform, Starbreeze.**  
More info soon. [www.starbreeze.se](http://www.starbreeze.se)

*August 2009 – October 2011*

**Epic Games Poland  
(People Can Fly)**

**Animator**

- **Infinity Blade II, iPhone/iPad, Epic Games.**  
Character Animation. Supported Chair Entertainment with animations assistance for enemy animations.
- **Undisclosed Project, Multiplatform, Epic Games.**  
Character Animation. Working with Epic Games, partly on site in Cary, NC and partly off site at PCF, supporting their team with new animations.
- **Bulletstorm, Xbox360/PS3/PC, Electronic Arts.**  
Mocap and hand-key animation for First Person & Third Person perspectives, Gameplay & Custom events. Created environment physics simulations. Rigging, Skinning, Physical Asset creation. Worked close with programmers to create and implement gameplay features.

*July 2008 – July 2009*

**GRIN**

**Animator**

- **Bionic Commando Rearmed 2, XBLA/PSN.**  
Participated in starting the project and created the visual style for animation.
- **Terminator Salvation, Xbox360/PS3/PC, Warner Bros.**  
Motion capture, key frame animation, camera animation, and weapon animation.  
Worked closely with programmers to create the cover mechanic for John Connor. Created in-game animations for both humans and terminators.

October 2007 – April 2008

**Massive Entertainment    Animator/Rigger**

- **World in Conflict: Soviet Assault, PC, Ubisoft.**  
Rigging, skinning and animation for characters, vehicles, environment and animals.  
Created animations and rigs for tanks, humans, birds, killer whales and environment props.

## EDUCATION

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Sept. 2005 - Sept. 2007

**GameMaker                    3D Artist/Animator**

- Studied Animation with focus on the game industry. GameMaker was a two year long education with theoretical studies, two student projects and two 6 months long internships.

August 2002 - June 2005

**John Bauergymnasiet            Network Management**

- Computer Technology, Network Management, Database Management and basic C++.

## SOFTWARE KNOWLEDGE

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- Autodesk Maya
- Autodesk Motionbuilder
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- Unreal Engine

## MISC

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### Other Skills

Eye for quality  
Prototype Dev and Animation  
Game Design Mindset

### Languages

Swedish    Native Language  
English    Fluent, both verbal and written

### Interests

Video Games, Design, Music, Friends, and Working Out

### References

Can be provided upon request

### LinkedIn Profile

<http://linkedin.com/in/widunder>

### Online Portfolio

<http://www.widunder.se>

### Recommendation from LinkedIn

*"I worked with Markus on the development of weapons, enemies and other core features for Bulletstorm. During the prototype stage, Markus was a real asset. He was able to understand exactly what was required from a gameplay perspective and rapidly create great placeholder animations that looked almost as good as motion capture. His skills for character animation are exceptional. Markus is very easy to get on with and a great listener. He approaches work with great dedication and as an animator he has the perfect balance of working extremely fast yet still producing amazing quality."*

**Edward Kay, Lead Gameplay Designer, Epic Poland – August 2011**