





KATHRINE NØRGAARD

CG GENERALIST / 3D ARTIST

 kathrinenoergaard@live.dk

 +45 61792667

 Denmark

SOFTWARE

MAYA
Vray
Redshift
Arnold
Zbrush
Photoshop
Substance Painter
Premiere Pro
After Effects
Mari
Nuke
Substance Designer
Unreal Engine

SKILLS

Modeling
Sculpting
Texturing
Shading/Surfacing
Rendering
Lighting
Compositing
Rigging
VFX
Visual Development
Character Design
Asset Design
Environment Design

LANGUAGES

Danish - Native
English - Fluent
German - Basic

PROFILE

Looking for CG generalist/3D artist jobs within films, games and ads or marketing. I'm familiar with the entire 3D pipeline and folder structure. My main focus areas are modeling, sculpting, texturing, shading, look development, compositing and rendering, but I'm open for other tasks as well as, lighting, rigging, animation, layout, set building or what else you might need. As a person I'm very friendly, hard working, outgoing and open minded. I love to learn and try new things. Furthermore I have a lot of experience of working in teams and with deadlines. Currently I live in Vejle, Denmark.

EXPERIENCE

CG Generalist - AVdesign

2024 - 2025

3D animations for: websites, stores, social media, conferences, explainer videos ect.
AVdesign, Billund

Responsible for: Modeling, Shading, Texturing, Look Dev, Lighting, Rigging, Rendering, Compositing, VFX, SFX, Editing, Concept, Storyboard

Animator & Visual Development - Hans Frisesdahl A/S

2024

Værdiskabende Arbejdsplads - 2D Short Film

2D animated stickers for iPhone

Hans Frisesdahl A/S, Askov

*Responsible for: Script, Animation, Storyboard, Character/Asset/Environment Design
Compositing, Editing, Sound, Rendering*

CG Generalist - Hydralab

2023

Anthon Berg - 3D Commercial

DSB Christmas Special - 3D Commercial

Nils Pyssling - 3D Short Film

Hydralab, Copenhagen

Responsible for: Asset Modeling, Texturing, Look Dev, Rendering, Matte Paintings

CG Generalist & Character Designer - 3D Digital Board Game

2022 - 2023

Gumbo Galaxy - 3D Digital Board Game

The Animation Workshop, Viborg

Responsible for: Character Design, Illustration, Low Poly Character Modeling

CG Generalist - Viborg Animation Festival

2022

Sparking Creativity - 3D Commercial

Viborg Animation Festival x The Animation Workshop, Viborg

Responsible for: Character Modeling, Texturing, Rigging

EDUCATION

The Animation Workshop

2020 - 2024

Computer Graphic Arts

The Drawing Academy

2017 - 2018

Classical Art & Portfolio

Design School Kolding

2014 - 2017

Accessory Design

www.kathrinenoergaard.com