



KATHRINE NØRGAARD

CG GENERALIST / 3D ARTIST



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Denmark

SOFTWARE

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

SKILLS

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

LANGUAGES

Danish - Native
English - Fluent
German - Basic

PROFILE

Hi, my name is Kathrine Nørgaard and I'm a CG generalist / 3D artist from Denmark. I'm familiar with the entire 3D pipeline, but my main focus areas are modeling, sculpting, texturing, shading and look development for characters and assets for animation films and games.

EXPERIENCE

CG Generalist

2023

Anthon Berg - 3D Commercial

DSB Christmas Special - 3D Commercial

Nils Pyssling - Short Film

Hydralab

CG Generalist & Character Designer

2022 - 2023

Gumbo Galaxy - 3D Online Board Game

CG Generalist

2022

Sparking Creativity - 3D Commercial

Viborg Animation Festival x The Animation Workshop

CG Generalist

2021

Snip Snip - 2D Short Film

The Animation Workshop

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.kathrinenørgaard.com