ANDREJ BLOM
3D GENERALIST / LIGHTING TD
RESUME

a@andrejBlom.se
(+46) 70 28 42 440

PROFESSIONAL EXPERIENCE

02/2013 –   **Double Negative**
Generalist / Lighting TD on *Thor2: The Dark World*, *Transcendence*
and *Interstellar*

07/2012 – 01/2013   **Passion Pictures**
Generalist / Lighting TD on commercial and idents for *Compare The Market*

05/2012 – 07/2012   **Moving Picture Company**
Generalist / Lighting TD on commercials for *Nationwide*, *Infinity*, *Velvet* and
Canon.

03/2012 – 05/2012   **Kazoo Creative**
Lighting TD on game cinematic for *Ride to Hell*.

12/2010 – 03/2012   **Cinesite**
Lighting TD on *Harry Potter and the Deathly Hallows: Part 2*, *John Carter* and
World War Z.

10/2010 – 11/2010   **Thelma/Louise**
CG Artist on commercials for *Sportbladet* and *Scan*.

09/2010 – 10/2010   **Stopp LA**
CG Artist on commercials for *Sony*.

03/2010 – 05/2010   **Ghost VFX**
Lighting TD on commercial for *LEGO Space Police* and game cinematic for
LEGO Universe.

11/2009 – 02/2010   **Thelma/Louise**
CG Artist on game cinematic for *Battlefield Bad Company 2*, and commercial
for *Apoteket*.

04/2009 – 11/2009   **Kaktus Film**
CG Artist on commercials for *Samsung* and various project pitches.

10/2008 – 02/2009   **Swiss International**
Internship working on commercials for *Volkswagen* and *KAEC*.

02/2008 – 06/2008   **A. Film**
Internship working on the feature film *Kurt blir Grusom*.

EDUCATION

08/20101 – 09/2010   **CGWorkshops: Nuke 2D Compositing**
Six week workshop with instructor Steve Wright aimed at improving workflow and compositing skills with Nuke.

08/20101 – 09/2010   **CGWorkshops: Advanced Photorealism with Mental ray**
Eight week workshop with instructor Boaz Livny covering advanced rendering, lighting and custom methods in mental ray.

08/20101 – 09/2010   **Creative Computer Graphics, University of Gävle, Sweden.**
Three years of university study within computer graphics and art with a specialization towards 3D Graphics. Bachelor of Arts.

SOFTWARE

Autoddesk Maya, Mel scripting(basic), Softimage(Lighting, shading), SideFX Houdini(Lighting, shading), Mental Ray, Pixars Renderman, V-Ray for Maya, Mantra, The Foundry Nuke, Eyeon Digital Fusion, SynthEyes, Headus UV Layout, Adobe Creative Suite (Photoshop, After Effects, Premier, Illustrator, Indesign, Flash)

REFERENCES

Available upon request.