



# Marius Øvrebo

INTERN PROJECT MANAGER AND DESIGNER @ SATS

## Profile

Creative and detail-oriented 3D Designer with a Bachelor's in Interactive Design and 3 years of experience in 3D design, animation, interaction design, and digital product development. Skilled in blending visual storytelling with user-focused design, and experienced in project-based collaboration across design and tech teams. Passionate about creating engaging digital experiences that combine design, functionality, and innovation.

## Employment History

### Bachelor Project – Project Manager & Designer, SATS, Oslo, Norway

JANUARY 2025 – JUNE 2025

- Led a team in developing a self-service web solution for companies using SATS' corporate membership deals.
- Delivered the first MVP within 6 months, enhancing efficiency for client-side member management.
- Applied design sprints, user testing, and agile collaboration throughout the project lifecycle.

### Freelance 3D Artist, Unity Arena, Oslo, Norway

NOVEMBER 2022 – PRESENT

- Created 3D models and promotional animations for web and social platforms.
- Collaborated with cross-functional teams to align assets with brand and marketing goals.
- Improved production workflows and consistently delivered assets on time without compromising quality.

### Freelance 3D Artist, PlayStation (Undisclosed Projects), Oslo, Norway

SEPTEMBER 2021 – MARCH 2022

- Designed and animated 3D assets for confidential entertainment projects.
- Ensured high-quality output through detailed review processes and team collaboration.
- Contributed to polished visual storytelling by aligning assets with brand expectations.

### Freelance 3D Artist, Goldbox AS, Oslo, Norway

NOVEMBER 2019 – APRIL 2020

- Cleaned and updated the company's 3D model library to meet current standards.
- Enhanced visual and technical quality of legacy assets to improve usability.
- Supported the design team in optimizing asset workflows and improving efficiency.

## Details

Oslo, 0569

Norway

92298871

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## Skills

Figma

Blender

Unreal Engine

HTML

CSS

Tailwind

TypeScript

React

Next.js

Git

C#

Agile

Design Sprints

User Testing

Wireframing

A/B Testing

Communication

Problem Solving

Collaboration

Time Management

## Links

[LinkedIn](#)

[Portfolio website](#)

## Education

### Bachelor's in Interactive Design, Høyskolen Kristiania, Oslo, Norway

SEPTEMBER 2022 – JULY 2025

- Focus on web development, interaction design, user testing, analytics, and project-based learning.
- Completed a bachelor project with SATS, delivering a real-world digital product.

### Game Design, Noroff, Oslo, Norway

AUGUST 2019 – JULY 2020

- Learned game development fundamentals including concept creation, level design, and Unreal Engine scripting.

### 3D Design and Animation, Noroff, Oslo, Norway

SEPTEMBER 2018 – JULY 2019

- Built a foundation in modeling, texturing, lighting, and rendering for games, animation, and advertising.

## Languages

English

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Norwegian

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