

VILJAM STEINSETT STROEM

J U N I O R C O M P O S I T O R



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SKILLS

- NukeX
 - UVPaintout
 - Greenscreen
 - Cg_Integration
- 3de4
 - Tracking
 - Distortion
 - Mocap
 - Multi cam
- Maya
 - Modelling
 - Render wrangling
- Houdini
 - solvers
 - dop networks
- Programming
 - Python
 - Hscript/Vex
 - Mel

QUALIFICATIONS

Visual Effects and Animation

BSc (Hons) W621

University of Bolton

2022-2025

Art Design and architecture

Sandefjord Videregående Skole

2019-2022

REFERENCES

Available on Request

PROFILE

I have been practicing modelling, texturing, and lighting for 5 years and 2 years in compositing. The advantage of knowing what to expect from a render leaves me with the ability to communicate any problems or challenges, as well as having python in my toolbelt I can troubleshoot tools and build tools to improve the pipeline.

WORK EXPERIENCE

Circle K E-18 Larvik - Circle K

Jul.2023-Oct.2023

As an employee at circle K, the workday was hectic. Being able to collaborate and work under pressure while being able to find new solutions to problems, communication was key to a good day's work.

Rema 1000 - Reitan Retail

Sep.2016-Mai.2022

As an employee at Rema 1000 Pindsle, I would start the workday by planning the day's work alongside the other senior employees and made sure the team would always complete the work at the end of the day. I was responsible for training new employees and maintaining equipment.

Elevrådsleder - Sandefjord Videregående Skole

Aug.2020-Mai.2022

As leader of the student council at Norway's largest high school, I worked as a cog of a large machine. Timing projects and delivering on deadlines, discussing progress, and presenting it to a large audience was a weekly occurrence.

KEY PROJECTS

LACERATION

Aug.2023-Jan.2024

Working on the filming, and recreation of the face, I acquired knowledge of how to work with makeup fx and the keentools plugin for nuke. In addition to learning new tools in nuke I was also able to work with the 3de4 tracking tools.

LEATHER WORKSHOP

Aug.2020-Jan.2024

Layout composition and colour were key aspects when working on the project. While working on the project a large emphasis was placed on the lighting setup using the albedo and custom AOV setups to introduce dust and colour corrections in post.

HOBBIES & INTERESTS

Hi, I am from Sandefjord. Norway, and study in the UK. I love tinkering with programs and computers. I enjoy both technical and artistic approaches to solving a challenge. Big fan of LOTR, drones, computers, and mountain hiking!