

# Henrik Wilhelmsen

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## Summary

Technical animator with over 6 years of experience working with animation in games.

Competent Python programmer and highly proficient in most relevant DCC software and several game engines.

Worked on every in-game cut-scene in Rage 2 while at Avalanche, and was part of the animation and motion capture process all the way from story to implementation.

At Ubisoft Stockholm I have helped develop the dialogue system for Avatar: Frontiers of Pandora, and have most recently been managing and developing the animation pipeline for an unannounced title.

## Experience



### Technical Animator

Ubisoft Stockholm

Sep 2021 - Present (1 year 7 months)



### Animator

Ubisoft Stockholm

Jan 2019 - Sep 2021 (2 years 9 months)



### Experienced Animator

Avalanche Studios Group

Apr 2018 - Dec 2018 (9 months)



### Junior Animator

Avalanche Studios Group

Apr 2017 - Apr 2018 (1 year 1 month)

## Education



### Inland Norway University of Applied Sciences

Bachelor's degree, Animation

2012 - 2015



### iAnimate

Games Workshop 1, Game Animation

2016 - 2016



## **iAnimate**

Games Workshop 2, Game Animation

2016 - 2016

## **Skills**

Python (Programming Language) • PySide • Autodesk Maya • Autodesk MotionBuilder • Unreal Engine  
• Motion capture • Character Rigging • Animation • Character Animation • Game Development