

# Henrik Wilhelmsen



henrikw92@gmail.com



[linkedin.com/in/wilhelmsenhenrik](https://www.linkedin.com/in/wilhelmsenhenrik)



<http://henrikwilhelmsen.com/>

## Summary

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

Competent Python programmer, animator and rigger. Highly proficient in most relevant DCC software and several game engines.

## Experience



### Technical Animator

Ubisoft Stockholm

Sep 2021 - Present (1 year 8 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 • Game Development