

Alex Oddbratt

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Skills:

3D Generalist, FXTD, Pipeline, Python.

Experience:

Bacon X: Freelance 3D Generalist	Dec 2016 - Present
Bacon X: CG Supervisor	Jan 2014 - Oct 2016
Hide The Zebra: Partner & CG Supervisor	Sep 2012 - Dec 2013
Sony Pictures Imageworks: The Amazing Spider-Man: FX TD	Mar 2012 - Jun 2012
Duckling A/S: Senior 3D Artist	Jan 2012 - Feb 2012
Dr D Studios: Happy Feet 2: FX TD	Mar 2011 - Nov 2011
Duckling A/S: Senior 3D Artist	Sep 2010 - Feb 2011
Animal Logic: Sucker Punch: FX TD	Apr 2010 - Jul 2010
Framestore: Nanny McPhee 2: Pipeline TD	Nov 2009 - Jan 2010
Framestore: Prince of Persia: The Sands of Time: Pipeline TD	Oct 2009
Ubisoft Massive Entertainment: 3D generalist, FX TD, Composer	Jan 2007 - Sep 2009

Education:

Digital Animation, School of Future Entertainment.	2005-2007
Bachelor's degree in computer science, University of Gävle.	2002-2005

Language skills:

Fluent in Swedish and English.

Software Skills:

Maya, Houdini, Arnold, Katana, Renderman, 3Delight, Nuke, Photoshop, Premiere, Python.