

Curriculum Vitae – Markus Hammarstedt

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Portfolio. <http://www.widunder.se>

OBJECTIVE

Strive to further develop my skills as an animator and work with the best people in the industry to create games of excellent quality.

CAREER HISTORY

March 2012 – Present

MachineGames - Senior Animator (Lead Gameplay Animator)

- **Undisclosed Project, Multiplatform, Bethesda.**
In charge of RnD and preprod for gameplay and AI animation. Both creative and technical aspects for the project as well as improving tools and pipelines.
- **Wolfenstein The Old Blood, XBONE, PS4, PC, Bethesda.**
Prequel to TNO. In charge of AI and player animations and mechanics. Planning/directing mocap shoots. Directing animators. Worked closely with AI/Gameplay Coders & Designers. Animating both Mocap and Handkeyed.
- **Wolfenstein The New Order, XB360, PS3, XBONE, PS4, PC, Bethesda.**
Keyframe and mocap. Mainly gameplay animations closely with coders and artists. In charge of AI and Player gameplay anims. Was also part of the MoCap Recording and planning process for shoots.

October 2011 – March 2012

Starbreeze - Project Lead Animator

- **Brothers, Multiplatform, Starbreeze.**
Set up animation pipeline and gameplay animation system together with Lead Programmer. Worked both with animation (hand keyed and mocap) and all rigging aspects such as skinning, setting up cloth, physical assets in unreal engine, etc plus managed mocap recording sessions.

August 2009 – October 2011 **Epic Games Poland - Animator**

- **Gears of War: Judgement** , *Xbox360, Microsoft.*
Was included in part of pre-production, working on how to improve Gears anim system, and creating gameplay anims.
- **Infinity Blade II**, *iPhone/iPad, Epic Games.*
Character Animation. Supported Chair Entertainment with animations assistance for enemy animations
- **Undisclosed Project**, *Multiplatform, Epic Games.*
Character Animation. Working with Epic Games, partly on site in Cary, NC and partly off site at PCF, supporting their team with new animations.
- **Bulletstorm**, *Xbox360/PS3/PC, Electronic Arts.*
Mocap and hand-key animation for First Person & Third Person perspectives, Gameplay & Custom events. Created environment physics simulations. Rigging, Skinning, Physical Asset creation. Worked close with programmers to create and implement gameplay features.

July 2008 – July 2009

GRIN - Animator

- **Bionic Commando Rearmed 2**, *XBLA/PSN, Capcom*
Participated in starting the project and created the visual style for animation.
- **Terminator Salvation**, *Xbox360/PS3/PC, Warner Bros.*
Motion capture, key frame animation, camera animation, and weapon animation.
Worked closely with programmers to create the cover mechanic for John Connor. Created in-game animations for both humans and terminators.

October 2007 – April 2008

Massive Entertainment - Animator/Rigger

- **World in Conflict: Soviet Assault**, *PC, Ubisoft.*
Rigging, skinning and animation for characters, vehicles, environment and animals.
Created animations and rigs for tanks, humans, birds, killer whales and environment props.

Marku

EDUCATION

Sept. 2014 - December 2014 **Animation Mentor – Creature Animation: Locomotion**

- 3 months long course studying animals and their behaviour and movement for animation purposes. Mentor: Shawn Kelly – Lead Animator at ILM.

Sept. 2005 - Sept. 2007 **GameMaker - 3D Artist/Animator**

- Studied Animation with focus on the game industry. GameMaker was a two year long education with theoretical studies, two student projects and two 6 months long internships.

August 2002 - June 2005 **John Bauergymnasiet - Network Management**

- Computer Technology, Network Management, Database Management and basic C++.

SOFTWARE KNOWLEDGE

- Autodesk Maya
- Autodesk Motionbuilder
- Unreal Engine (3 and 4)
- ID Tech 5
- OptiTrack Mocap System
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects

MISC

Add. Accomplishments Released a training DVD through Eat3D covering character setup and Mocap animation workflow into UDK in MotionBuilder. More info can be found at: http://eat3d.com/motionbuilder_intro

Other Skills Passion for Games and Quality
Game Dev Mindset, taking all disciplines into account
Prototype Dev and Animation, setting up pipeline and workflow.

Languages Swedish - Native Language
English - Fluent, verbal and written

References Can be provided upon request

Recommendation from LinkedIn

"I worked with Markus on the development of weapons, enemies and other core features for Bulletstorm. During the prototype stage, Markus was a real asset. He was able to understand exactly what was required from a gameplay perspective and rapidly create great placeholder animations that looked almost as good as motion capture. His skills for character animation are exceptional. Markus is very easy to get on with and a great listener. He approaches work with great dedication and as an animator he has the perfect balance of working extremely fast yet still producing amazing quality."

Edward Kay, Lead Gameplay Designer on Bulletstorm, Epic Poland – August 2011