

Christina Brix

CG Artist/Generalist/Composer

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EDUCATION

Bachelor in Animation – Computer Graphic Artist

The Animation Workshop, Viborg

Aug 2014 – Jan 2018

Classical Drawing Course

The Drawing Academy, Viborg

Jan 2014 – May 2014

BA in Japanese Studies w/ minor in Digital Design

Aarhus University, Aarhus

Sep 2009 – Jun 2013

EXPERIENCE

Compositing, Background and 3D artist at Nørllum

Big Hero 6 – The Series

2018

CG Generalist intern at Studio Soi

Trudes Tier and The Amazing World of Gumball

2017

Modeling intern at Blue Zoo

Go Jetties and undisclosed project

2017

Technical Art Director on *Bacchus*

Bachelor Project at The Animation Workshop

2016 – 2017

Pipeline Manager, Generalist on *The Last Rainforest*

Commercial Project at The Animation Workshop, done for *Verdens Skove*

2015 – 2016

Production Manager, Generalist on *Windy Spring*

Short, Short Project at The Animation Workshop

2015

SOFTWARE

Photoshop

Maya

Zbrush

Mari

Vray

Arnold

Mental Ray

Nuke

Premiere

After Effects

UV Layout

3D Coat

Toon Boom Harmony (comp)

SKILLS

Visual Development

Design

Digital Layout / Previz

3D Sculpting

Modeling

Texturing

Shading

Lighting

Rigging

Rendering

Compositing

LANGUAGE

Danish - Native

English – Fluent

Japanese – Intermediate