

Sune Kempf

Curriculum Vitae

Objective

Seeking an opportunity to join a creative team of highly motivated and talented people or to contribute by freelance to productions in Games development, CG Animation & VFX Films/Commercials.

Primary Qualifications

- Character Technical Direction
- Animation Technical Direction and Character Animation
- Tools and Pipeline development
- Experience with defining, setting up, running and supervising character rigging departments
- Rigging teacher at basic to expert levels
- Production experience with both Waterfall and Scrum

Experience

Zero Point Software: *Technical Artist (January 2008 – June 2009)*

- Games Production - AAA FPS 4 player Co-op Shooter
- Responsible for rigging of all characters, creatures, weapons and props.
- Created and maintained next-gen game specific rigging and animation pipeline.
- Played central part in designing and setting up the animation system (Unreal Engine 3)
- Created animation preprocessor/exporter for advanced procedural baking of keyframed animations, moving complexity from the runtime animation tree into the pre-baked assets.
- Scripts and tools written with an object oriented approach in Python/PyMel and in MEL

The Animation Workshop: *Rigging Teacher (March 2008)*

- Taught basic Rigging to 2. Year student on the Bachelor of Character Animation

Krogh Mortensen Animation: *Supervising Character TD/Character Animator (January 2006 – Dec. 2007)*

- Production of Shorts, TV series, TV commercials, Stereoscopic IMAX, Post, VFX, Game- and real-time content
- Responsible for maintaining and developing the Character Pipeline, Character Rigging, Training within the rigging team, In-house Rigging System and various other tools.

The Animation Workshop: *Curriculum Development (July – September 2007)*

- Development of Curriculum for 3.5 year Bachelor in Arts of Character Animation's new line: "CG Artist"

Truemax Academy: *Animation and Rigging teacher (November 2007)*

- Taught basics of rigging and animation in Maya to 2. Year students.

The Animation Workshop: *Character Rigging Teacher/Supervisor (November – December 2006)*

- Bachelor in Arts of Character Animation "Character Animator" line - Graduation films

Ghost VFX: *Character Animator (November – December 2005)*

- Key frame animation and mo-cap editing. Lego Bionicle TV spots

Sune Kempf, Rovsingsgade 51, 2. tv., 2200 Cph. N. Denmark. Phone: +45 31122130

Mail: sunekempf@gmail.com Web: www.sunekempf.com

Krogh Mortensen Animation: *Character Rigger and Character Animator (July - October 2005)*

- Development of CG cut-out real-time animation and character creation system in Maya
- Game Animation - "HCA"

Krogh Mortensen Animation: *Production Internship (January – June 2005)*

- Rigging, Animation, Scripting and Development on Various TV commercials, game projects etc.

The National Film School of Denmark: *Rig Developer and Rigging consultant (June – July 2005)*

- Graduation film - "Drengen i kufferten" ("Having a brother")

3D2: *Animation and Rigging teacher (February - March 2005)*

- Character Rigging and Animation basics

The National Film School of Denmark: *Character Rigger (July 2004)*

- Short Film - "Skraa Spurven"

Happy Flyfish: *Character Rigger (February – April 2004)*

- Short film - "Jorden Kalder" / "Earth is Calling"

JA-film: *Character Animator (November – Dec. 2003)*

- "Grand Avenue" Music Video - "This is not an end" (EMI)
- Christmas series VFX shots (Danish National Television DR1) (November – Dec. 2003)

Education

The Animation Workshop:

- Course in "Feature Finish" Animation – Miguel Fuertes ILM (2004 - 2 weeks)

The Animation Workshop:

- 3D Character Animation for Feature Films, TV Series & Games (2002 – 28 weeks)

Truemax Academy:

- 3D Fundamentals Course (2001 - 21 week)

The Royal Danish Academy of Music:

- Piano and Music Teacher Studies (1997 - 2000)

Main CG Software

- Autodesk Maya (expert)
- 3dsmax (intermediate)
- Softimage (Novice)
- Motion Builder (Novice)
- FBX (Intermediate)
- Photoshop (Novice)

Programming

- M.E.L. (Expert)
- Python/PyMel (Advanced)
- Java (Novice)
- PHP (Novice)

Sune Kempf, Rovsinggade 51, 2. tv., 2200 Cph. N. Denmark. Phone: +45 31122130

Mail: sunekempf@gmail.com Web: www.sunekempf.com

Game Engines:

- Unreal Engine (Advanced)
- Unity engine (novice)
- Maya to Ogre and Renderware exporting

Languages

- Fluent in Danish and English in speech and writing
- Knowledge and basic understanding of German, Swedish and Norwegian

What they said about me?

“It has been a joy to work with Sune. He is passionate about his work, and has a very professional approach to his work environment. Sune is a problem solver and great to ping-pong ideas with. Sune has a strong aesthetic sense, which lifted the quality and credibility of our animation production. Therefore I can give Sune my best recommendation.” July 3, 2009

[Anders Antoft](#), Lead Artist, Zero Point Software
managed Sune indirectly at Zero Point Software A/S

... Sune was one of the key people in the development of our pipeline and our very character animation oriented production. Sune is highly specialized and we believe he represents some of the best skill you can find within the field of character rigging internationally... Sune is driven by an unusual will to attain the best results. He is thorough, structured and he knows how to deliver the features that help others maximize their productivity and quality... Sune has enjoyed great respect with his colleagues... I can only give him my warmest recommendations.” July 17, 2009

[Niels Krogh Mortensen](#), CEO & Director, Krogh Mortensen Animation a/s
managed Sune at Krogh Mortensen Animation

(Full length recommendations along with contact information for reference available upon request)

Other Information

I'm 34 Years old and I currently live in Denmark with my Girl friend and her Son. After leaving a promising career in music I got started in this business and have been at it with a passion ever since!

I am naturally focused on continually growing professionally and on being able to make a difference and a valuable contribution to whatever I do. I thrive in an environment where co-workers and management share an atmosphere of openness and trust and have a willingness to share and collaborate.

I used to be a professional musician, so sometimes I do the odd live gig or studio recording session. It's mostly for fun and the extra dime these days. In my spare time I enjoy running, cooking with my girlfriend, hanging out with friends, a good book or movie and TV series with a dash of "B". I'm also an avid music lover and fan of British Hi-Fi.

Sune Kempf, Rovsingegade 51, 2. tv., 2200 Cph. N. Denmark. Phone: +45 31122130

Mail: sunekempf@gmail.com Web: www.sunekempf.com