Markus Molid (he/him)

3D Artist + Technical Animator

WORK EXPERIENCE

STAR STABLE ENTERTAINMENT, STOCKHOLM

Animation Intern (+ 3D Artist) | Aug 2023 - Apr 2024

Internship in the Creatures and Features team as part of my TGA education. Worked on several 3D Art, Animation and Tech Animation related tasks. Including texturing and implementing the Starry Night/Moonlit Midnight tacksets, animating for the Ardennes, rigging and animating a small companion pet from scratch, as well as a tool in the in-house animation toolset.

EDUCATION

THE GAME ASSEMBLY, STOCKHOLM

Game Artist | Aug 2021 - Apr 2024

Expanded upon both 3D and 2D game art skills in both individual courses and 8 completed group game projects. Practical game development learning.

HÖGSKOLAN I BORÅS, DISTANCE

Fashion Sketching & Illustration | Sep 2019 - Jan 2020

Stand-alone course learning sketching and illustration techniques focused in fashion design and production.

BLEKINGE TEKNISKA HÖGSKOLA, KARLSKRONA

Technical Artist | Aug 2017 - Aug 2019

Finished courses and learned skills includes, but not limited to, Foundations in Game Graphics, Digital Sculpting, Plugin Construction and Script Languages, C++ and 3D Programming (OpenGL).

PROJECTS & MERITS

MOLID RIG TOOLSET

Maya Rigging Assist Scripts | Mar 2022 - Jun 2023

Created various MEL scripts to assist the rigging process in Maya at TGA, Molid RIG have received positive feedback from peers. The goal was to enhance efficiency and safety in character rigging for game projects, freeing up time for artistic work. The toolset features quick named skeleton creation, IK/FK puppet setups, and flexible, semi-automated FK controller creation.

PAIR-DICE DATING: SENTENCED TO DIE

Game Jam 3D & 2D Artist | Jul 2022

Artist in the team creating Pair-Dice Dating for GMTK Game Jam 2022 during 48h. Pair-Dice Dating was ranked Overall #19 and Presentation #12 out of 6,102 entries. Worked on environment 3D props, two characters including design and finished art, one in 2D (Shade) and one in 3D (Oscup).

CONTACT

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ABOUT

A 3D character generalist with a skillset in 3D art, animation and various technical solutions. Enjoys creating tools to support the artists around me. Diversity in games is my priority.

SKILLS

- Autodesk Maya
- ZBrush
- Substance Painter & Designer
- Python, MEL, PyMEL Scripting
- Character Rigging
- Character Animation
- Unreal Engine
- Unity
- Marvelous Designer
- Adobe Photoshop

LANGUAGES

Swedish - Native language
English - Fluent
French - Good understanding

REFERENCES

References upon request!