

CV - Lasse Steinbeck

Website: lassesteinbeck.com
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Danish citizenship, eligible to work in europe

Work experience

- 2016 - now **Framestore**
Rigging TD.
- 2016 **Less Than Human**
Technical director, rigger and generalist on my bachelor film.
- 2015 **Fabelfjord**
Freelance: Lighting, rendering and compositing on project Dunder.
- 2015 **Mask**
Technical director and generalist on a commercial for Bryd Tavsheden.

Education

- 2017 - 2013 **The Animation Workshop**
Line of study: Computer Graphics Artist
- 2013 - 2012 **Open Workshop**
Self study: Drawing training and computer game creation
- 2012 **Anatomy for Artists**
8 week online anatomy course by Scott Eaton
- 2011 **Mediaschool, Mercantec**
Webintegrator Course
- 2011 - 2010 **The Drawing Academy**
Classical drawing course
- 2010 - 2007 **Technical Gymnasium**
Line of study: Communication

Software

Proficient:

Maya Python
Blender Mel
Unity C#
Renderman Premiere
Nuke

I can also work with:

Mari Yeti
Photoshop After Effects
VRay Cycles
3d Coat (texturing) GIMP
Houdini

Languages

Danish (native) - English (fluent) - German (basics)