Jesper Kirkebjerg
Game Designer

"Specializing in rapid iterative game development from concept to finished product"

Portfolio
Jesperkirkebjerg.com

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Phone
(+45) 50892950

Location
Copenhagen, Denmark

Social

Instagram
@Kirkebjerget

LinkedIn
Jesper Kirkebjerg

YouTube
@kirkebjerget1075

Languages

Danish
Native

English
Fluent

German
Basic

French
Basic

Experience

Lead Gamedev Artist
Cinemataztic Aps
April 2022 - April 2024
Copenhagen, Denmark

- Developed over 30+ commercially branded interactive games, showcased live in cinemas.
- Ensuring brand coherence and crafting graphic designs for marketing and pitch presentations.
- Managed projects from initial concept, through production and testing and final implementation

Concept Artist, Intern
Goodname Studio
August 2021 - Nov 2021
Vilnius, Lithuania

- Illustrative work for a card game IP
- Concept development of key art for AAA game environments.
- Developed orthographic sketches and detailed breakouts for architectural and prop designs

Art Director
"Cowboy Kevin" - The Animation Workshop
August 2020 - July 2021
Viborg, Denmark

- Conceptual development of key visuals, environment & character designs.
- Active contribution to the CG production including modeling, texturing, shot setup, lighting, and compositing.
- Coordination cohesive visual development through styleguides, miro boards, color scripts & paintovers

CG Generalist
"Single-Use-Friend" - Plastic change
November 2019 - July 2020
Viborg, Denmark

- Responsible for the development of the core pitch and engaging the ideation process.
- Worked as a CG generalist incl. modelling, rigging, texturing, lighting, shot setup and compositing.
- Utilizing the full range of general CG pipeline tool, including Maya, Substance Painter Mari & Nuke

Art Director
"Fixy Fixy" - The Animation Workshop
March 2018 - June 2018
Viborg, Denmark

- Art directed ensuring visual coherence and alignment with the original intent and vision.
- Responsible for compositional efforts integrating the 2D elements and animation into the 2D pipeline
- Participated in the project and idea development with a focus on open collaboration.

2D Background Artist
"Ape-Star" - Noerlum
November 2019 - March 2020
Viborg, Denmark

- Creating detailed and fully rendered backgrounds to be used in the final film.
- Collaborating directly with the Art Director and initiating the interns into the 2D pipeline setup

Education

The Animation Workshop
BA - Computer Graphics Artist
January 2022
Viborg, Denmark

Skills

Design & Communication

2D Visualization 3D Prototyping	Research	UI, 2D & 3D Asset Design	Brandvalue & Storytelling	Client Presentation & Communication

Game development & Implementation

Gameplay Iteration	UI Animation & Motion Graphics	2D & 3D Implementation	Project Setup

Tools

Blender	Photoshop	Affinity Designer	Maya	Nuke
Unity	Github	Premiere	After Effects	Mari