



Jesper Kirkebjerg Game Artist

"Specializing in rapid prototyping and game development from concept to finished product"

Portfolio
[Jesperkirkebjerg.com](https://jesperkirkebjerg.com)

Email
Jesperkirke@gmail.com

Phone
(+45) 50892950

Location
Copenhagen, Denmark

Social

Artstation
[@JesperKirkebjerg](#)

Instagram
[@Kirkebjerg](#)

LinkedIn
[Jesper Kirkebjerg](#)

YouTube
[@kirkebjerg1075](#)

Languages

Danish
Native

English
Fluent

German
Basic

French
Basic

Experience



Head of Production
Cinemataztic Aps

April 2024 - Nov 2024

Copenhagen, Denmark

- Responsible for the production department, at Cinemataztic including marketing, production, and creative delivery across multiple projects.
- Coordinating workflows, overseeing quality, and driving results within a small, collaborative team.



Lead Game 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", The Animation Workshop

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.

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