

Resume: Oskar Wahlberg

Nationality: Swedish
Date of birth: 1976-01-22
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Employment:

Filmtecknarna F. Animation AB, Stockholm, Sweden, 2006-Present
CG Supervisor/Technical Director

SoCo Commercials - 'All for one' & 'Looking Forward'
Pipeline dev, shading & lighting.

Rising Sun Pictures, Sydney & Adelaide, Australia, 2005-2006
Technical Director

Superman Returns, 2006
Shot development, shading & lighting of X-ray effects.
Charlottes Web, 2005-2006
Workflow dev, shot development, shading & lighting of Charlotte.

Milford Film AB, Stockholm, Sweden, 2005-2005
R & D developer

Pipeline & workflow development for film and commercial projects.

Moving Picture Company, London, UK, 2004-2005
CG Lighting Artist / Technical Director

Charlie and the chocolate factory, 2004-2005
Shot development, shading & lighting of Violet, Oompa-lumpas and sets.

Framestore CFC, London, UK, 2002-2004
Senior Technical Director

Troy, 2003-2004
Shot development, shading & lighting of armada, beach landing and beach encampment.
Harry Potter III, 2003-2003
Creature development of Buckbeak the hippogriff.
Commercials, 2002-2004
Tesco 'Carrie', Eggo 'Cow & bear', Die Another Day title sequence, Famous grouse 'Red Carpet', Daewoo 'Sheet', British Airways.

Wahlberg Production AB, Stockholm, Sweden, 1995-2002

Founder/Technical Director/Composer

Filmtecknarna F. Animation AB, 2000-2002

Composer and TD for 11888, Sky and Boddington commercials.

Mantra AB, 2001-2002

Composer and TD on animated short film documentary Gömd.

SJ AB, 2001-2001

Design, visualization and brand development in collaboration with Lars Hall AB.

SVT Digital TV Lab, 1999-1999

Technical consultant on TV drama Farsarvet.

FöreningsSparBanken AB / Swebank, 1997-1999

Design, visualization and brand development in collaboration with Lars Hall AB.

Bild & Text AB, 1996-1998

Production of Wrigleys commercials for 24+ countries.

Comwell Digital Media AB, 1996-1997

Starting up a 3D Commercials and visualisation department.

Stockholm Film Festival, 1995-1995

Title sequence for Stockholm Film Festival.

Pedal AB, Stockholm, Sweden, 1995-1996

Courier

6 months as bicycle courier.

DRW AB, Stockholm, Sweden, 1994–1995

Co-Owner/3D Animator

3D Animator at Swedens first dedicated 3D GFX Production Company.

Komundata AB, Stockholm, Sweden, 1993–1993

Technical Consultant

Producing MultiMedia presentations with 3D gfx & video.

Technical skills:

3D

- Maya v1.0 - v8.0 & Alias Studio v5.0 – v9.5
- XSI v1.0 - v 5.11 & Softimage 3D v2.2 – v4.0
- Mentalray v1.x - v3.5
- Prman v9.0 - v12.5 & RAT v4.5 - v6.5
- 3Delight v1.5 - v5.0 & Liquid

2D

- PhotoShop v3.0 - CS2
- Gimp v1.2 - v2.2
- Shake v2.1 - v4.0
- AfterEffects v3.0 - v7.0

Programming

- MEL
- C++ (Maya API)
- RSL
- GLSL
- XML & HTML
- Python

Interests:

I enjoy biking, downhill skiing, running, travel, photography, the movies and of course keeping up to date with the latest developments in computer gfx, having attended Siggraph 1997, 1998, 1999, 2000, 2001, 2004, LEAF 2000, 2002, CGIX 1999 , 3D Festival 2000, 2001, 2003, 2004.