

# Tobbe Olsson Resume

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**Software used in production:**  
Houdini, 3ds max, Vray, BiFrost, Maya, Unity,  
Nuke, Fusion, AfterFX, Zbrush, Mudbox,  
Krakatoa, Stoke 2, FumeFX, Afterburn,  
Phoenix, Particle Flow, Real Flow, Photoshop  
Unreal Engine and others.

**Production experience in the following areas:**  
22 years in Film, TV-Series, TV-Commercials,  
Games in-game art and Game Cinematics.

## Employment History

### 09/19 – 10/19      **Crafty Apes / Freelance Artist**

Began freelancing from home and was asked to create a futuristic airfield for a TV-Series as well as create a system of drones hovering over and blowing up the airfield.

### 06/19 – 09/19      **Birds of Prey / Previz Artist**

Helped create previz for the Suicide Squad sequel/reboot using Unreal Engine 4.

### 12/17 – 05/19      **Crafty Apes / 3D Supervisor / Senior Artist**

Came onboard to Crafty Apes to initially produce from start to finish a commercial for the car oil brand **Valvoline**. This included animatic, look-dev, modeling, animation, shading, renders and composition. Another artist at Crafty helped put some nice touches on the final version. Also worked on **Lodge 49, The Originals, Tag, Shaft, Better Call Saul, Stuber, Dolly Parton's Heartstrings, Legacies, Stranger Things, Westworld, and Words on Bathroom Walls**.

### 05/17 – 11/17      **CCP Games / Lead FX**

I was brought onboard to initially support the last few months of development of CCP's VR title Sparc. Another title was planned but unfortunately CCP decided to shut down their VR division and the Atlanta office with it.

### 01/15 – 04/17      **Freelance**

I've done projects for a variety of clients doing a range of work from look-dev, animatics, modeling, animation, lighting and comp.

- **Tsesna Bank** -- Full, 30 second CG commercial
- **Lazer Team** -- Developed FX setups for artists to use
- **Burn** -- Created all FX work for this live action commercial
- **Cirkeln** -- Created various FX setups for this Swedish made movie
- **Clouds** -- developed custom CG clouds for a client
- **Mojin The Lost Legend** -- Contributed various CG elements to this Chinese produced feature.
- **Dolby Atmos** -- Made various elements for a print ad.
- **Prophecy FX** -- Made ocean and foam setups for use by artists on a German movie

**10/13 – 11/14      S2 Games / Cinematics Director**

Was hired by S2 Games to help build and direct a team to create CG cinematics for their highly successful video-games in the MOBA genre.

**05/13 – 07/13      Hydraulx / FX TD**

Was brought on to help out on delivering two feature films.

**Percy Jackson: Sea of Monsters :** This sequence required heavy water dynamics simulations that were both realistic and magic in nature causing for some very complicated setups using Naiad.

**Machete Kills:** The work on this show mostly included creating a boat wake for a number of shots, on which I also using Naiad.

**07/12 – 09/12      Prologue / Lead FX TD**

Worked as an FX Lead on a few feature film projects:

**Jack the Giant Slayer:** Produced various fluid effects, such as advanced water, fire, blood and smoke simulations.

**The Twilight Sag – Breaking Dawn Part 2:** Produced various smoke and fluid effects for the intro.

**Oblivion:** Tasked with creating a variety of high end fluid simulations.

**8/11 – 11/11      Spatial Harmonics / Senior Lighting TD / Senior Generalist**

**Microsoft Kinect commercial:** Painted textures, created an asteroid belt and lit a space scene for this commercial showing off some possible applications for Microsoft's Kinect product.

**Loreal:** Served as a Lighting TD as well as a look development artist.

**Motorola Razor:** Created various smoke FX.

**Magnum:** Z-Brush modeling of a piece of chocolate very close to the camera.

**01/10 – 07/11      Pixomondo / Senior Lighting TD / Lead Look Development / Senior Generalist**

**Suckerpunch:** Senior Lighting TD/Generalist. Did modeling, texturing, put environments together as well as some FX work.

**Green Hornet:** Worked on making rose bushes animate in the wind including setting up a rig and animating it.

**Super 8:** Worked on the Previz team visualizing a sequence where the creature in the movie rips open a bus.

**The Rite:** Created snow FX and CG breath.

**Terranova:** I was Lead Look Development in the design phase which meant taking the rough concept designs for the Dinosaurs and creating textures/shaders that would believably fit into the real world. Some of the texture work was done in Zbrush and Mudbox along with Photoshop. Due to a change in location and software, my main contribution was to the Brachiosaurus in the Pilot. I began look development on two other dinosaurs but they were altered after I left.

**Red Tails:** Did lots of smoke trails, a big fire on a military ship, smoke stacks as well as various FX including tracers after bullets.

**Nascar commercial:** Created a CG tire replacement to help blend two different Nascar cars together into one seamless shot.

**Glade:** Created particle snow FX.

**Transformers commercial:** Modeled, textured assets as well as created their shaders.

**03/09 – 11/09      Blur Studio / Senior Lighting TD and FX TD**

Worked on several high-end CG cinematics, a TVC and a pitch for an all CG feature film. Projects included **Star Wars, Dragon's Age, The Goon, Dante's Inferno, Mass Effect 2, and Goldfish**. My tasks included all kinds of effects as well as lighting. Every shot I worked on I also composited. With the FX only shots, I composited the FX onto the finished comps from the lighting TDs.

**08/08 – 03/09      Uncharted Territories / Senior Lighting TD**

My duties on the feature film 2012 included being a lighting TD including materials/shaders for various assets (buildings, street pieces, etc.) as well as assembling and lighting several. Once rendered, I did slap comps on the live action plates in Nuke as well as adding small touch ups like depth of field.

**07/08 – 08/08      Shadowplay / Senior Lighting TD, Environment modeler and texture artist**

Worked on a cinematic for Electronic Arts' **Red Alert 3** video game. Responsibilities included creating environments from scratch and doing various FX.

**02/08 – 07/08      Speedshape / Lead FX TD and Lighting TD**

**Flex 'Grid' and 'Lights'** Served as the FX lead on these two commercials.

**Quaker oil** Textured the salt flat like environment, created a shader that made the horses look like they were made out of oil as well as lots of smoke FX.

Ad for **Navy** Misc. modeling.

**06/05 – 07/06      Frantic Films / CG Supervisor, On-set Supervisor and started up Frantic Film's Sydney Office (Now known as Prime Focus)**

**Superman Returns**

My official title was CG Supervisor of Frantic Film's Sydney office. I was brought on initially to be Frantic Film's on-set supervisor on Superman where I took part in the shoots that Frantic was tasked with creating CG for. Responsibilities included taking HDRIs of every set and make sure we had all the measurements and reference needed for our artists. After the shoot was over, I was asked to start up Frantic Film's Sydney office. I interviewed and hired staff, found an office suitable for our needs and set up the office including the computers. I then supervised a sequence assigned to our office. I wore several hats by also doing hands-on work as a Lighting TD, Compositor (Fusion), modeler, and texture artist.

**Across the Universe**

Supervised the sequence assigned to Frantic Film Sydney. Also modeled, textured and lit a photorealistic house for three shots that filled up roughly a quarter of the frame.

**Jumper**

We were tasked with coming up with ideas of how the main teleportation effect in the movie would work and look.

**Car commercial pitch**

I brought in a job to Frantic Films where we were asked to model a cartoon car that would be used in a pitch for a series of car ads. We were awarded the job after which I had to go back home to Sweden due to a serious illness.

**02/04 – 05/05      Animal Logic / Sequence Supervisor, Senior Lighting TD, Compositor, Modeler and Animator**

**Sequence Lead on Farscape Mini-series**

Created the look for the opening sequence of shots and supervised the creation of all the shots in the sequence. Also worked on a few shots outside of that sequence as a senior artist. Mostly as a Lighting TD, FX TD and compositor (Fusion) but also some modeling and texturing where needed for any given particular shot. Our team was awarded an Emmy for our work on this show.

### Senior Artist on Cartoon Network

Animated, lit, rendered and comped for more Cartoon Network bumpers.

#### Johnnie Walker commercial

Modeled, animated, lit and rendered this simple but stylish commercial for Johnnie Walker.

#### Gatorade commercial

Tracked and animated a droplet of Gatorade onto a surfer's face.

#### Qantas commercial

Animated cameras, modeled the surrounding set for the Lincoln statue, textured the whole set including Lincoln. Also did particle effects including cracking and dust.

### 01/03 – 01/04      Micro Forte / Modeling and Texturing artist

Worked on an X-Box game. A year in we were asked to turn it into an Xbox360 game as Microsoft, the publisher, changed their console strategy. During my time here I did a variety of tasks, including high-res modeling, low poly modeling, texturing, particle effects, GUI design, and presentation artwork. The game was in the end canceled.

### 02/02 – 11/02      Warthog / Modeling and Texturing artist

Worked on an X-Box game for Warthog called **Mace Griffin Bounty Hunter**. I was brought on mainly to do characters but I did everything from backgrounds and explosions to modeling/texturing spaceships.

### 05/01 – 05/01      Konstfack / Teaching

Taught a class at an art college in Sweden called **Konstfack**.

### 08/00 – 11/00      Autodesk / Illustrator

Contracted by **Autodesk** to create various illustrations for use in the manuals for version 4 of Discreet's **3D Studio MAX** product to be released in the year.

### 04/00 - 07/00      Skeleton Crew / 3DO / Modeling and Texturing artist

Contracted by **Skeleton Crew** to model and texture two characters and texture a third character to be displayed in real-time for a **3DO** produced **Playstation 2** game. Characters consisted of around 6,000 polygons. **3D Studio MAX** was used in this project.

### 07/99 - 03/00      UDS / Modeling and Texturing artist

**Airfix:** I was asked to produce a CG FMV introduction for this PC shoot 'em up game. This included everything that was part of the animation; modeling, texturing, effects, lighting, and animation. Besides 3D Studio MAX, After FX was also heavily used.

**Hot Wheels:** UDS was asked by Mattel to produce a Hot Wheels game for the PC. My duties on this project included:

- Creation of five low poly models based on Hot Wheel cars. (Softimage)
- In game font. (Photoshop)
- Hi-res promotional model based on a Hot Wheel car. (3D Studio MAX)
- Various low poly objects for the game menu system. (Softimage)
- In game H.U.D graphics. (Photoshop)

**05/99 - 07/99**      **Skeleton Crew / Mindscape / General 3D Artist**

One animator in a team of four animators creating high resolution 3D graphics for intro and outro sequences for **Aeon** developed and **Mindscape** published **Silent Hunter 2** PC game. I animated several shots and textured several objects including a sub marine and various ships using **3D Studio MAX** and **Photoshop**.

**03/99 - 04/99**      **Sony / FX Artist**

Helped create various particle effect elements for an animation **Sony** used on huge plasma monitors during the **E3 '99** games convention. **3D Studio MAX** was used as well as the plugin **Genesis**.

**09/98 - 09/98**      **Computer Café / FX Artist**

Worked as a freelance animator on a **Dentyne** commercial, where I created digital breath. Also worked on an episode of **Star Trek Voyager** on which I created various textures.

**07/98 - 08/98**      **Logical Figments / FX Artist**

Worked as a freelancer on three shots adding smoke and compositing animation for **Red Running**, a FilmWorks Inc. film. **3D Studio MAX** and **After FX** was used.

**08/97 - 10/98**      **Lumens Studios / FX Artist and Developer**

Where my career began. I brought in the, at the time, revolutionary **Afterburn** FX software to which Lumens became the publisher. I helped shape the plugin, beta tested it thoroughly, wrote tutorials and created promotional material. Afterburn caught the eye of **Matteworld Digital** and I helped them with some smoke stacks on the movie **Armageddon**.

Worked as a freelancer on three shots adding smoke and compositing animation for **Red Running**, a FilmWorks Inc. film. **3D Studio MAX** and **After FX** was used.

## Filmography

Birds of Prey (release scheduled for 2021)	Shaft (2019)	Stuber (2019)
Tag (2018)	The Darkest Minds (2018)	Jack the Giant Slayer (2013)
Machete Kills (2013)	Red Tails (2012)	Twilight: Breaking Dawn Part 2 (2012)
Fast 5 (2011)	Green Hornet (2011)	Suckerpunch (2011)
Super 8 (2011)	The Rite (2011)	2012 (2010)
Jumper (2008)	Across the Universe (2007)	Superman Returns (2006)
Armageddon (1998)		

