

CV

PERSONAL INFORMATION

Name: Jesper Kondrup
Date of birth: 4th October, 1985
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EDUCATION

2005 – 2008: Bachelor of Science in Medialogy at Aalborg University in Esbjerg (*not finished*)
2005 – 2005: AutoCAD course at Aalborg University in Esbjerg
2001 – 2004: Esbjerg business school (HHX)

WORK EXPERIENCE

2009 – 2009: Assistant teacher in 3ds max at DTU (Danish Technical University).
2009 – 2009: I finished a 6 months trainee period followed by a 2 months working period at Interactive Lab Production in Copenhagen. In this period I was involved in various projects where I did level design, high and low polygon modeling, textures, video editing, icon design, plus more.
My main job was, however, to create low polygon assets for a military learning game and an interior decoration application. While doing this I learned a great deal about optimizing these assets/models and textures to improve performance in real-time engines like unity.
2001 – 2008: Runner, bartender and creative designer (designing event calendars, menu cards and updating webpage) at restaurant Dronning Louise in Esbjerg

SOFTWARE EXPERIENCE

Autodesk 3ds Max (advanced user)
Adobe Photoshop (intermediate user)
Unity (intermediate user)
Microsoft office package (intermediate user)
V-Ray Adv. 1.5 (intermediate user)
Adobe After Effects (novice user)
Adobe InDesign (novice user)
Autodesk Mudbox (novice user)
Autodesk AutoCAD (novice user)

I furthermore have a simple understanding of the programming languages C (+OpenGL), Python and HTML.

OTHER QUALIFICATIONS

Danish Driver's license (B)

Passed a first aid course when I was in the mandatory military service

I write and speak both Danish and English

PROFILE

For many years I have been making 3d models as a hobby and enjoyed every moment. I enjoy the whole process of making computer generated images – everything from concept to final render. My main areas of expertise are:

- Developing concept ideas
- Low and high polygon modeling
- Shading, texturing and rendering
- Optimization of models

In Medialogy I have learned the fundamentals about the programming languages Python, C and OpenGL. I have also learned the basics about AI programming, classic animation, interaction design, math, film etc.

As a person I am friendly and down to earth, always with a smile on my face. I enjoy working in a team with people who are as dedicated to their work as I am. I am also a very reliable person and I *always* enjoy learning new things.

I am currently living in Copenhagen with my girlfriend who has just finished her education as a school teacher. Besides sitting in front of my computer all day, I like to hit the gym, running in the park when the weather is good and of course play various computer games.