

# RIKARD THUNE LUND

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## PERSONALIA

Born 15.12.1986 in Oppegaard, Norway  
Norwegian father, American mother  
Dual Norwegian and American citizenship

## EDUCATION

**WESTERDALS, Oslo, Norway**  
Game Programming BA, 2014 -

**TEESSIDE UNIVERSITY, Middlesbrough, England**  
Digital Character Animation MA, 2009 - 2011  
Digital Character Animation BA, 2008 - 2009

**NOROFF INSTITUTT, Oslo, Norway**  
3D Film Production, 2007 - 2008  
3D Design and Animation, 2006 - 2007  
Multimedia and Design, 2005 - 2006

**VESTBY VIDEREGÅENDE SKOLE, Vestby, Norway**  
Diploma – Arts, Crafts, Design Studies, 2002 - 2005

## EXPERIENCE

**UPS Norway AS** **Oslo, Norway**  
Customs, Brokerage department October 2013 – December 2013

**RoofMoose** **Kolbotn, Norway**  
Animator for Project Bark, and Troll Run June 2012 – Aug 2013

**M dot Strange (Feature Film) Heart String Marionette** **Kolbotn, Norway**  
English to Norwegian Translator – Subtitles July 2012 – August 2012

**LMJ Games** **Kolbotn, Norway**  
Generalist Game Artist for Mike's Halloween Adventure May 2011 – Nov 2011

**MICHAEL CHANG, Puny Human Games** **Kolbotn, Norway**  
Character Animator for Blade Symphony March 2011 – June 2011

## SKILLS

Extensive knowledge in Autodesk 3D Studio Max  
Extensive knowledge in Adobe Photoshop  
Knowledgable in Mudbox  
Knowledgable in Adobe Premiere  
Fluent in Norwegian, and English

## INTERESTS

3D & 2D Animation, Game Design, Film, Series

## REFERENCES

**Beate Bakstad – Team Leader at UPS Norway AS**  
e-mail: [beate.bakstad@europe.ups.com](mailto:beate.bakstad@europe.ups.com)  
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**Steffen Rye – Managing Director at Roofmoose**  
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