

Caspar Sogaard

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Personal Profile:

I was born in Malaga (Spain) in 1985 after my family had moved there from Denmark a few years prior. In 1996, I moved to the United States where we lived in Texas. I eventually studied at the University of the Incarnate Word where I received an athletic scholarship to play for their tennis team. I interned at Newtek Inc and did some freelance contract work after graduating in 2014. I moved to Denmark in 2015 where I continue to work as a freelance 3D artist.

Professional Experience:

2015-present **Freelance 3D artist** – Denmark.

2016-present **Netto** – Gilleleje, Denmark.
Store assistant.

2014 **Newtek Inc** – San Antonio, Texas.

Intern: I worked on water conservation project that was in display at IMAS (the International Museum of Art and Science) in McAllen, Texas that was made using the Unity game engine. My responsibilities as 3D artist were to model the US/Mexico border crossing area in McAllen using satellite images as well as modeling various assets such as debris in the river and other pollutants.

2014 **Atomic Pictures** – San Antonio, Texas.

Environment Artist: I worked on a virtual reality project about the battle of the Alamo, which used the Oculus Rift technology and the Unity 3D game engine. My responsibilities as 3D Artist was to model and texture various buildings and assets that were historically accurate to the time and location.

2010 **North East Independent School District** – San Antonio, Texas.
Substitute teacher: 8th grade science, Bradley Middle School.

2009 **North Independent School District** – San Antonio, Texas.
Teaching Apprenticeship, 9th grade biology, John Jay High School.

Business Projects:

- Otto Petersen Ship for M/S Maritime Museum of Denmark using the Unity game engine.
- Deserted Beelitz-Heilstätten Sanatorium.
- Water Conservation for IMAS.
- The Battle of the Alamo VR experience for Atomic Pictures.
- Renaissance cathedral modeling.
- Night Watch VR game.
- Awakening short film.

Education:

- 2010-2014 **Bachelor of Fine Arts, Computer Graphic Arts**, Concentration in 3D Animation
University of the Incarnate Word, San Antonio, TX.
Minor in Art History
- 2007-2009 **Masters of Arts in Teaching**, Specialization in Secondary Education, Life
Science. University of the Incarnate Word, San Antonio, TX.
- 2002-2007 **Bachelor of Science, Biology**
University of the Incarnate Word, San Antonio, TX.

Self-Studies/Software:

- Autodesk Maya
- Unreal Engine 4
- Unity Game Engine
- ZBrush
- Mudbox
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Speedtree
- Topogun
- Adobe Premiere
- CrazyBump
- Microsoft Office (Word, PowerPoint, Excel)

Activities and Honors:

- 2010-2014 Dean's Honor list, University of the Incarnate Word.
- 2012 SIGGRAPH student volunteer, Los Angeles.
- 2011 SIGGRAPH student volunteer, Vancouver.
- 2002-2006 NCAA Division II Tennis Team, University of the Incarnate Word Scholarship Recipient.

Languages:

- English: Native Proficiency.
- Danish: Professional Proficiency.
- Spanish: Professional Proficiency.

Hobbies, Interest:

- Exercise (jogging and tennis).
- Reading fantasy and science fiction books.
- Play board games and computer games.
- Drawing and watching animated films.

For references and further information, please visit my website at www.casparsogaard.com.