



Mats N. Olsen

Designer | Artist | Animator

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KEY QUALIFICATIONS

Friendly and social artist with solid experience in design, illustration, 3D modeling, and animation. Passionate about video games, good design and contributing to a positive work environment. Very active in Trondheims game development community.

SOFT SKILLS

Focus
Reliability
Creativity
Motivation
Cooperation
Learning ability
Problem-Solving
Open-mindedness
Stress-management

RELEVANT SKILLS

Photoshop / CSP
After Effects
Illustrator
Webflow
Aseprite
Blender
Godot
Figma
Rive

LANGUAGE

Norwegian: Native
English: Proficient

INTERESTS

bouldring, gaming, film,
visual art, game dev



Experience

Hemit HF

Graphic Designer

Aug 2023 - Sep 2024



80% E-learning team

Graphic design, animation, illustration, and interaction design for the production of e-learning courses aimed at healthcare professionals.

20% Communication

Various design tasks as part of Hemit's communications department.

Reality Adventures

Graphic Designer

Sep 2017 - Aug 2023



Design of visual identity, informational videos, illustrations, posters, marketing material, and general design needs.

Chick Chirp

Game Artist

Sep 2023 - Ongoing



Chick Chirp is a game studio I started in 2023, where I have mainly worked in my free time alongside other jobs. Here, I am responsible for illustration, animation, interaction design, and game design for the development of games.

Education

Norwegian University of Science and Technology (NTNU)

Aug 2013 - May 2017



Started an integrated master's in Cybernetics and Robotics but discontinued due to a desire to work in design. Will likely never finish it.

References available upon request