



# Stig Oskar L. Naustdalid

- ✉ sti-naus@outlook.com
- ☎ +47 99 70 99 83
- 📍 Elias Hofgaards gate, 2318 Hamar
- 🌟 15. January 1999
- 🌐 soln.site

## Education

- Aug 2020 - Jun 2023** **Inland Norway University of Applied Sciences**  
**Course:** Bachelor in Animation and Digital Art.  
Teacher assistant: For 3D generalization II and III.  
**Student representative:** Representing Animation and Digital Art in the fifth and sixth semesters.  
**Award:** Our group of 4 won the Game School Awards price for "Best Project" for our bachelor game.
- Aug 2019 - May 2020** **Sunnhordland Folkehøgskule**  
**Course:** Student Company (and scholarship).  
**Optional courses:** 3D-project and sculpting (held by me 2 hours per week) and Unity (Optional course fall 2 h/week)
- Aug 2018 - May 2019** **Sunnhordland Folkehøgskule**  
**Course:** Game Art & Design.  
**Optional courses:** Virtual Reality (3D VR game), 3D-sculpting, Blender 3D (held by me 2 hours per week in spring), Life Drawing, GameMaker 2 and 3D-modeling
- Aug 2015 - Jun 2018** **Hafstad vgs.**  
Course: Media and communication

## App proficiency

I have a broad skill set with professional programs and I am eager to learn.

### 3D

- Blender
- Autodesk Maya
- Zbrush
- Adobe Substance 3D Painter
- Adobe Substance 3D Designer
- Unreal Engine 5

### 2D and design

- Krita
- Affinity Photo, Designer and Publisher
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Lightroom
- Clip Studio Paint

### Video and animation

- Adobe Premiere Pro
- Adobe After Effects
- Adobe Animate
- DaVinci Resolve

## Experience

- Sep 2023 - now** **On-call substitute teacher at Førde vidaregåande skule**  
I work as an on-call substitute teacher for classes in "Media and communication" and "Art, design and architecture, " where I share my knowledge and joy of visual art media.
- Aug 2021 - May 2022** **Teacher Assistant at INN**  
I assisted in the lecturing of 3D generalization II and III six hours once a week. I primarily taught Maya, Adobe Substance 3D Painter, Zbrush and Blender. I am passionate about helping and teaching others. This includes modeling, sculpting, rigging, texturing, rendering and whatever else students need assistance with.
- Aug 2019 - May 2020** **Overscoped SB**  
I was the lead artist in the student company, Overscoped, at Sunnhordland Folkehøgskule with 3 others. I was in charge of 2D art, 3D art, 2D animation and graphic design. We published our game, "Polarities", on Steam.
- 2017 - 2020** **Freelance Media Production**  
I have a variety of media work experience, including filming for Airlift, manuscript writing for Helse Førde and more.
- Aug 2016 - Jun 2017** **Bit&Byte UB**  
I did graphic design, filming, photography, video editing, logo and the branding of our student company. I have worked for TEDx on video editing, made the visual profile for an event for NAV Sogn og Fjordane, filming and directing for Naturvenforbundet Sogn og Fjordane, streaming, filming and video editing for Førde Opp and photography for UKM.

## Other

### Hobbies

- **Video games**
- **Drawing**
- **3D**
- **Graphic design**
- **Video-editing**
- **Tea**
- **Open-source** - I love being involved in open-source by creating resources like brush sets, beta-testing and discussing with developers, and creating tutorials, mostly for Krita under the artist name "Rakurri". My resources have been featured in 80 Level and CG Channel and in the official Krita manual.

### Language proficiency

- **Norwegian nynorsk**, native proficiency
- **Norwegian bokmål**, professional proficiency
- **Engelsk**, professional proficiency