

# Adriane Brennmoen

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## WORK EXPERIENCE:

05.07.2019 - 11.09.2020: **Qvisten Animation AS**

Working on various projects as story artist and 2D artist on the following productions:

- **Unannounced project** (short): story artist.
- **When the Robbers Came to Cardamom Town** (feature): story artist and design.
- **Christmas at Cattlehill** (feature): story artist, 2D artist and 2D animator.
- **Knutsen & Ludvigsen 2** (feature): 2D artist and 2D animator.
- **Unannounced project** (feature): story artist.

2012 - present: **Freelance artist**

Freelance illustrator, storyboard- og concept artist for film, television and games.

Following is a list of selected projects I have worked on (a complete list of projects can be provided upon request):

2020:

- **Yellow Banana.** Storyboard artist. Möllers and Vitamin Bjørn advertisement campaigns

2019:

- **Snow Cannon Games.** 2D artist. The Frostrune Chinese launch promo art.
- **Ravn Studios AS.** 2D game artist. Indra Drone Control game.

2018:

- **Fredrikstad Museum.** 2D artist. "Slaget ved Dynekilen", Video exhibition.
- **Gimpville AS.** Painter. "Pappa", short film.

2017:

- **Yellow Banana.** Storyboard artist. Nor-Way, Pepsi Max, Sørlandschips, and Solo advertisement campaigns.

2015:

- **Yellow Banana.** Storyboard artist. Pepsi Max advertisement campaign.
- **Bottle Rocket Productions.** Comic Book artist. Janey Ryan: Decent.

## VOLUNTARY WORK:

2010 - 2013: PyCon, Python Conference, Audio & Visual crew, USA.

2010 - 2012: The Gathering, Chief of Decoration, Norge.

## EDUCATION:

2008 – 2010: Norges Kreative Fagskole (college), Illustration.

2007 – 2008: Idefagskolen (college), 3D Design.

2004 – 2007: Sørumsand VGS (high school), Arts and crafts.

## LANGUAGES:

Norwegian: native

English: fluent