



## PERSONAL INFORMATION

### Phone

+4525788102

### Email

AnimationRasmusTobias@gmail.com

### Address

Denmark, Viborg

## Portfolio/Demoreel

<https://rasmustobiasart.wixsite.com/animation/3danimation>

## LINKEDIN

[www.linkedin.com/in/Rasmus-Tobias](https://www.linkedin.com/in/Rasmus-Tobias)

## Software

**TVpaint**

**Maya**

**Animbot**

**ToonBoom**

**Photoshop**

**Premiere**

# Rasmus Tobias

Making the impossible possible, one frame at a time

## WHO AM I?

I am a Danish animator studying at The Animation Workshop in Denmark. I have a passionate desire to bring stories to the world through animation and live for creating interesting stories and performances that resonate with people, using programs like Autodesk Maya, TVPaint, Toon Boom, and more to make characters come alive and leave a lasting impact.

## Experience

### VAF (Viborg Animation Festival)

Generalist · After school activity

2024

- Collaborated at the Viborg Animation Festival 2024 with students from The Animation Workshop and Ukraine.
- Created an animation in just one week.
- Experienced an intense yet enjoyable project blending diverse perspectives and skills.
- Learned the value of cross-border and cross-cultural collaboration through working with students from another school.

### Sode Du Monde

Generalist · After school activity

2024

- Participated in the Future Scenarios project at VIA University College (2023-2024).
- Joined an interdisciplinary collaboration with Multiplatform Storytelling & Production, The Animation Workshop, and Design & Business.
- Created audiovisual art projects exploring future scenarios using design and film.
- Developed skills in interdisciplinary teamwork, diversity, and project management.
- Showcased work at the Sode Du Monde Art Festival (May-November 2024) in partnership with HEART, Herning Museum of Contemporary Art.

### Press Select

Animator · Full time student

2023-2024

- Worked on my 2nd-year project at The Animation Workshop for the Viborg Animation Festival's Game Expo (VAF)
- Collaborated with my group to pitch three concepts to a client.
- Took on roles as animator and generalist after the client chose one concept.
- Created a high-energy animation celebrating game culture with diverse gaming themes.
- Gained valuable experience pushing creative and technical boundaries under pressure.

# Language

Danish - Native

English - Fluent

## Bubble Up

Animator · Full time student

2022

- Collaborated with classmates on a 2.5D animation tailored for children aged 2-6.
- Developed a vibrant story from provided keywords, featuring two kids arguing over bubble-making skills.
- Crafted a narrative resolution where the characters learn to enjoy bubble-making together.
- Gained foundational experience in teamwork and storytelling for young audiences.

## Education

2022- 2026

The Animation Workshop · **Character Animation**

I'm a third-year animation student at The Animation Workshop, where I've honed my skills in bringing stories to life through motion. With hands-on experience in industry-standard tools like Maya and TVPaint, I've expanded my knowledge of animation techniques and workflows. I'm passionate about creating engaging visuals and eager to apply my growing expertise to collaborative, creative projects.

## Courses

### Summer Course in Switzerland

Student · Summer School

2024

Completed an intensive six-week animation program under industry-leading lecturers from Pixar, DNEG, Weta Digital, ILM, and more.

- Gained advanced skills through the following courses:
- Walkcycle (Erica Palmerini, DNEG)
- Creature Animation Shot
- Back to the Basics: Anima/ Blocking (Lukas Niklaus, Floating Rock)
- Animal Polish (Michael Aerni, Weta Digital)
- Close-Up Acting Shot / Lip Sync (Ramon Arango, Locksmith; Noah Demirci, ILM)
- Full Body Animation Shot for Feature Animation
- Acting Shot Blocking (Maria Bjarnadóttir, Pixar Animation Studios)
- Acting Shot Polishing (Kristen Willsher, Pixar Animation Studios)

## School club and activities

### TAW Happening Club, The Animation Workshop

Student · club member

- Member of TAW Happening, a student club dedicated to organizing events for The Animation Workshop community.
- Initiated and led a major project to create the school's first student-designed merchandise, including a logo crafted by students, allowing peers to purchase unique TAW-branded items.