



## CONTACT

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[www.theahovind.com](http://www.theahovind.com)

*References are available  
upon request.*

## PROFILE

I am passionate about bringing characters and stories to life through art, films & games that are well researched and with the utmost quality fit for production.

## SKILLS

- Adapt to multiple styles
- Animal anatomy
- Color theory & shape language
- Organized workflow
- Great communication & collaborative skills
- Multitasking
- Time management
- Respect for deadlines

## SOFTWARE

Photoshop | Procreate  
Clip studio | TV Paint  
Maya | After Effects  
Premiere | Unity  
Discord | Slack | Notion

# Thea Henriette Hovind

Character design | Visual development | Illustration

## EXPERIENCE

- 2023 - now **Freelance character designer & vis dev**
  - 2025  
**Character designer** | Dante Feature film | Mikrofilm & LEE film
  - 2024  
**Visual developer** | Pelle Politibil (Ploddy the police car) **video game** | Playful Rebels
  - 2024  
**Character designer** | Animated TV-series | Mountaineer Animation
  - 2024  
**Character designer** | Stratos-kua (The stratos cow) **commercial** | Imagma Animation & VFX
  - 2023 - 2024  
**Character designer & Visual developer**  
Kutoppen: Gårdsdetektivene (Cattle hill: Farm detectives) **video game**  
Rubarb Studio & Qvisten Animation
  - 2023  
**Prop & environment designer** | Kaptein Sabeltann & Grevinnen av gral (Captain Sabertooth and the countess of Gral) **Feature film**  
Rubarb Studio & Qvisten Animation
- 2017 - 2018 **Hyper Games** | Oslo, Norway  
**Concept artist & social media intern**
- 2017 - 2018 **Minibyte Games SB** | Drammen, Norway  
**Art director & 2D artist**

## EDUCATION

- 2020 - 2023 **Volda University College** | Volda, Norway  
**Bachelor's degree in animation**  
Character design | Visual development | Animation  
Film production | Storytelling | Storyboarding
- 2022 **Griffith University** | Brisbane, Australia  
Character design | Composition | Color theory  
Art direction | Pre-production | Character animation
- 2017 - 2018 **Danvik folkehøgskole** | Drammen, Norway  
**Game studio & entrepreneurship**  
Art Direction | Marketing | Studio production  
Game production | Teamwork | UI design
- 2016 - 2017 **Danvik folkehøgskole** | Drammen, Norway  
**Game development & design**  
Game character design | Visual development  
Game design | 3D texturing | 2D animation