



2D ANIMATOR
CHARACTER DESIGNER

Sunniva Fluge Hole

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EDUCATION

2014-2017
Arts University of Bournemouth,
Bournemouth, England
**First Class Honours, Bachelor's
Degree in Animation Production**

2016-2017
Arts University Bournemouth,
Bournemouth, England
Study; Scriptwriting for Film and TV

2010-2013
Tertnes VGS, Bergen, Norway
Visual Arts and Architecture

ACHIEVEMENTS

**2017 - The Harriet Craigs Prize for
Film and Animation, Arts University
Bournemouth**

**September 2016 - June 2017
Director of Graduation film LIV,
leading a team of 16 people.**
Director, head of story and lead
animator.

**2018 Best Student Animation, Royal
Television Society Awards for "Liv"**
Director, head of story and lead
animator.

EMPLOYMENT HISTORY

Freelance on feature film (Les Vans, France) March 2018-current
**Character designer and visual development for feature film "Familiar Things" Director:
Sylvain Chomet.**

Mikrofilm AS (Oslo, Norway) May 2016-July 2016
Animator for "Fargespill" Director: Hanne Berkaak
In-betweener and clean-up artist for "Threads" Director: Toril Kove

Arts University Bournemouth (Bournemouth, England) September 2016-June 2017
Film director and lead character animator, responsible for a team of 16 people

SOFTWARE:

TVPaint
ToonBoom Harmony
Adobe Photoshop
Adobe After Effects
Premier Pro

LANGUAGES

Norwegian (Native language)
English (Fluently)
German (Can communicate)
French (Learning)

A LITTLE BIT ABOUT ME

If you have come this far down on my resume, let's get to know each other better! Growing up I was always a mad drawer and I was always the artistic child in the family (someone had to take the job). Ever since I can remember I have always been writing stories and doodling on anything I could get my hands on. You would often find me roaming the woods with my dog, finding animal bones to bring home to study. Or I would be glued to the TV, watching films and *always* drawing. And this of course, eventually led me to the one medium that combines the two: animation.

I started my animation career at Arts University Bournemouth in 2014, aiming to work in 2D animation. In my last year of university, I wrote, directed and was lead animator on my graduation film *Liv*. It was a challenging and educational experience; it taught me a lot about myself as a team leader, how to work together with others to produce the best outcome possible and how to solve problems that might (always) occur as a team. I am a creative and hardworking young woman and am always up for the challenge. My years at university and my different jobs in the business has taught me to be adaptable, work well in big teams as well as smaller ones and to adjust to new environments quickly. I love to meet other creative people who have the same goal as me; to produce exciting and moving animation.

