MADS VADSHOLT

ARTIST & GAME DEVELOPER

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Copenhagen, Denmark.

I'm an experienced creative, specializing in digital games with a bachelor in Computer Graphics Art.
Currently, I lead a small independent video game studio, dedicated to crafting original titles.
When I find the time and space, I play music and do experimental sound design.

Selected Work

2024
Project Lead & Sound Designer – *Pjor* – independent video game about microbes – in development.
Sound Designer – *Miniatures* – independent video game by Other Tales Interactive – in development.
VR Artist – *Rousell's Music Box* – VR Experience based on the short film "The Angst and the Bliss" by Mangoosta.

2023
Realtime FX Artist – *Cocoon* – puzzle game developed by Geometric Interactive, published by Annapurna Interactive.
VR Artist & Sound Designer – *Metamatik* – VR adventure game designed to support math teaching– in development.
VR Artist & Sound Designer – *Angelonia* – VR experience directed by Pernilla Belfrage.
Lecturer: Game Audio Playthrough – The Forest Quartet, audio development.
Lecturer: Sonic College – The Forest Quartet, audio development.

2022
Producer, Director & Sound Designer – *The Forest Quartet* (2016-2022) – narrative puzzle game, published by Bedtime Digital.
VR Developer – *Songs of Envy* – immersive concert directed by Martina Scarpelli - in development.
VR Developer & Sound Designer – *Viborg 1146* – VR experience in collaboration with Viborg Museum & White Hole Theater
Lecturer: Animated Music Conference – the process behind The Forest Quartet.
Lecturer: The Animation Workshop – game development process.

2021
Director – *Palle Mikkelborg "Det er som om…"* – music video production for DR Big Band.
Unity Artist – *Sessions: Diana* – music video by The Line Animation. (London) commissioned by Riot Games.
VR Developer – *Optical Poems* – VR concert for Aarhus Jazz orchestra in collaboration with Signe Bisgaard.
Game Design Consultant – *PoN* – video game for brazilian kids.
Teacher: The Animation Workshop – intro to Maya for animators.
Lecturer: The Animation Workshop – game development process.
Consultant: Anidox Lab – visual development.

2020
Game Developer & Art Director – *Hermit Road* – video game by Other Tales - in development.
VR Artist – *HUSH* – underwater VR experience by Vibeke Bryld.
Teacher: European Film College – intro to 2D animation in Photoshop.
Teacher: The Animation Workshop –iIntro to Maya for animators.
Lecturer: The Animation Workshop – game development process
Consultant: Anidox Lab – visual development.
Consultant: ASF – visual development.

2019
Teacher: Netinfo (Tunisia) – cinematography and Animation techniques.
Teacher: The Animation Workshop – prototyping for games.
Teacher: The Animation Workshop – shading and lighting in Unity.
Lecturer: Aalborg University – The Forest Quartet, development diary.
Consultant: Anidox Lab – visual development.

2018
Art Director & Sound Designer – *The Magnificent 7* – animation Film for Al Faisal Foundation (Doha, Qatar)
CG Artist – *Beautiful Dark* – video Installation by Trine Boesen.
VR Artist & Sound Designer – *EGG, about digestion* – VR experience directed by Martina Scarpelli.
Teacher: Filmværkstedet Aarhus – intro to animation.
Teacher: The Animation Workshop – intro to Unity.
Teacher: The Animation Workshop – intro to Animation for United Emirates Students.

2017
CG Artist – *Reformation Projection* – projection mapping project made in collaboration with Tumblehead.
CG Artist – *Forecast* – interactive installation made in collaboration with Precious Metals.
Supervisor: The Animation Workshop – a short, short film.
Teacher: The Animation Workshop – intro to Maya for animators.

2016
CG Artist – *Aeterna* – documentary Pilot by Precious Metals.
Concept Artist – *Light Matter* – independent video game developed by Tunnel Vision Games.
Teacher: HTX Skjern – character creation and animation in Maya.

2015
Art Director & Game Developer – *Lost Tracks* – mobile adventure game (student project)
CG Artist: Hide the Zebra – 3D modeling and animation for commercial projects.
CG Artist: Glitchnap – working on various mobile games (internship)

The Forest Quartet (2016-2022)

Live Concerts:
2022-2023   *Spil for fremtiden* – arranged by Dansk Erhverv (Børsen, Copenhagen)
             Narrative Concert – arranged by The Animation Workshop (Kulturmødet Mors)
             Spilprisen Award Show – arranged by Producent Foreningen (Bremen Theater, Copenhagen)
             Release Concert – arranged by Bedtime Digital Games (Forest Tower - Camp Adventure, Rønnede)

Exhibitions:
2023   Smithsonian American Art Museum (Arcade Day)
        Indie Pavillion (GDC)
        IndieCade
        AMAZE Berlin
        Kaboom Animation Festival.
2022   Day of the Devs (Double Fine)
        Tokyo Game Show
        Taipei Game Show
        Gamescom, Danish Showcase
        FAB Berlin
2017-2021   Develop:Brighton Indie Showcase
             Viborg Game Expo
             Nordic Game Jam Showcase
             Yonderplay (Nordic Game Conference)
             Stugan Showcase (2017)

Education (2009-2016)

2012-2016   Bachelor in Computer Graphics Art (The Animation Workshop, Viborg Denmark)
2015   Internship (Glitchnap, Copenhagen Denmark)
2010-2011   Diploma in Visual Arts (A.F.U.K, Copenhagen Denmark)
2009   Diploma in Visual Communication (Teknisk Skole, Copenhagen, Denmark)