
Henrik Wilhelmsen

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I'm a **Technical Animation Consultant** with over 9 years' experience helping companies deliver high quality animation in games and entertainment.

Experience

OWNER, TECHNICAL ANIMATION CONSULTANT

MAR 2025 HW Animation Tech Remote, Sweden
CURRENT As a full-time consultant, I've had the opportunity to work with clients from games and VFX on a variety of projects, from shorter game trailer productions to large AAA projects, while enjoying the freedom and additional responsibility that comes with running a business.

TECHNICAL ANIMATOR

SEP 2023 Noid Remote, Sweden
APR 2025 As the only technical animator on a small team, I was responsible for developing the animation pipeline and tools, character rigging, character hair-sim and setup in Unity, as well as supporting the animation team in their work.

ANIMATOR, TECHNICAL ANIMATOR

JAN 2019 Ubisoft Stockholm Stockholm, Sweden
SEP 2023 Worked on cinematics and the dialogue system for Avatar: Frontiers of Pandora. Moved to tech anim, and did rigs, tooling and pipeline work for multiple projects, including Ubisoft Scalar and The Division: Heartland.

ANIMATOR

APR 2017 Avalanche Studios Stockholm, Sweden
DEC 2018 As a part of the narrative team for Rage 2, I was involved with all of the cinematics that the game shipped with. From shoot planning, scene assembly, animation and all the way to final implementation.

Skills

Practical

Animation and Rigging Pipelines
Custom Tools Development
CI/CD and Developer Workflow
Character Rigging

Technical

Maya
MotionBuilder
Blender
Unreal
Unity
Python
Qt
Go
USD

Education

2012 – 2015
Animation, B.A.
Inland Norway University of Applied Sciences