

MALENE K. KRISTENSEN

CHARACTER ANIMATOR

Experienced 2D & 3D Animator in short films and TV series production, skilled in traditional hand-drawn and 2D cut-out animation. Proficient in traditional animation and acting techniques, with a keen understanding of stylized animation and a continuous desire for enhancing my skills.



MaleneAnimation@gmail.com



[Maleneanimation.wixsite.com/showreel/](https://maleneanimation.wixsite.com/showreel/)



Aarhus, Denmark



[Malene Kokholm Kristensen](#)



[@MaleneAnimation](#)

EXPERIENCE

2D ANIMATION LEAD

DEN DANSKE FILMSKOLE, Copenhagen, Denmark

“The Art of Letting Go” – Student Graduation Film
Software: Odyssey(Unreal Engine) & Tvpaint

2025

2D ANIMATOR & CLEAN-UP ARTIST

ANIMASKIN, Oslo, Norway

“Momentum” – A Documentary, Freelance Remote
Software: Tvpaint

2024

2D ANIMATION INTERN

COPENHAGEN BOMBAY, Copenhagen, Denmark

“Høj” – 2D Cut-Out TV-series directed by Mikkel Mainz
Software: Toon Boom Harmony

2023

2D ANIMATOR, CHARACTER DESIGNER & STORYBOARD ARTIST

THE ANIMATION WORKSHOP, Viborg, Denmark

“Judgement” – Student Graduation Film
Software: Tvpaint & Photoshop

2022 - 2023

2D ANIMATOR, CHARACTER DESIGNER & STORYBOARD ARTIST

THE ANIMATION WORKSHOP, Viborg, Denmark

“Don't kill the mood” – Commercial project for VAF
Software: Tvpaint & Maya

2021 - 2022

2D ANIMATOR, CHARACTER DESIGNER & STORYBOARD ARTIST

THE ANIMATION WORKSHOP, Viborg, Denmark

“Beneath the shell” – Musical Short film for kids
Software: Tvpaint

2021

ILLUSTRATOR & 2D GRAPHICS ARTIST

FOLDBERG LIFE, Roslev, Denmark

“Foldberg Life” – Online video courses
Software: Photoshop

2019

EDUCATION

BACHELOR OF ARTS IN CHARACTER ANIMATION,
THE ANIMATION WORKSHOP, Viborg, Denmark

Course work: Traditional Animation, Paper Animation, 3D Animation, Storytelling, Character & Concept design, Teamwork, Pipeline

2020 - 2024

PANEURAMA LABS - ANIMATION, ACTING, DRAMA
'24 Viborg ,Denmark – '25 Paris, France

2-week intensive acting for Animation course taught by Animation Supervisor Alexis Wanneroy and Lead animator Daniel Callaby from Fortiche Production. Course work: 3D animation

2024 - 2025

THE DRAWING ACADEMY,
THE ANIMATION WORKSHOP, Viborg, Denmark

One Semester of Classical Life Drawing and Drawing Fundamentals along with Still Life, Perspective and Color theory

2019

MOTION GRAPHIC DESIGN COURSE
NORTH CREATIVE ACADEMY, Copenhagen, DK

Course work: The basics of Motions Design, Visual Storytelling, Comping and Infographics. Software: Adobe After effects

2024

GAME DEVELOPMENT COURSE
VALLEKILDE HØJSKOLE, Vallekilde, Denmark

One semester of Game Art and Animation, Game Theory, Basic C# Programming and Game Development in Unity

2018

SOFTWARE

SKILLS

LANGUAGE

ToonBoom Harmony
TvPaint
Autodesk Maya
Adobe After Effects
Adobe Premiere Pro
Adobe Photoshop
Adobe Animate cc
Adobe illustrator
Procreate Dreams
Unity

2D Animation
3D Animation
Cut-Out (rigged) Animation
Motion Graphic Design
Paper Animation
Character Layout/ Posing
Character concept & design
Classical Figure Draftsmanship

Visual Storytelling
Infographics
VFX & comp
Illustration
Teamwork
Organization
Pipeline

Danish Native
English Fluent
German B1/Intermediate
French A1/Beginner