



Michael Nissen

Graphic Designer & illustrator

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PROFILE

I am an **illustrator** and **graphic designer** with a background in industrial design. A designer who is still a kid at heart, with an unlimited imagination, and **curious** by nature, often questioning why something is done the way not is, or how something was made. I am the one who loves to bring the **imagination and passion** to the table.

I love **building games** and **fantasy worlds**. For instance, characters and creatures - everyday life and fantasy - as well as environments and worlds. Including indoor, outdoor and imaginary settings, both in quick thumbnails as well as detailed artwork. With a love for **creative thinking** and hands on experience, my work spans a wide range of disciplines including **sculpture, model making, imaginary world, drawing** and **techniques**.

Previously, I have worked as a product designer in furniture design, as well as having freelance experience as concept artist, illustrator and game designer in game industry.

I am known to be **outgoing, energetic, friendly, patient, committed, and deadline oriented**. I am interested in drawing, games, movies, traveling and adventure.

COMPETENCIES

- Skilled in Graphics, Illustrations, model making, and Adobe Creative Suite.
- Having a wide skill set and always interested in learning new technologies and tools.
- Having well-developed analytical skills with a natural ability to pay attention to details.
- Knowledge in printing technologies and colour understanding.
- Knowledge and experience with: model making, 3D printing, laser cut, wireframing, prototyping, design presentation and, creation of visual designs.
- Experience with various 2D & 3D design software tools & media technologies.

EXPERIENCE

Digital Design / Marketing & R&D

Aug2020-Present

solcellekonsulenten. Aarhus, Denmark.

As one of the pioneers when it comes to delivering the newest and best technologies within the market of solar panels and battery storage systems. Our priority is to find the best solution for you, are you a private house owner or a production company looking for a way to cut costs on electricity, while helping the environment for a greener future. My responsibilities:

- Web designer, creating easy to navigate website, focus on user journey.
- Product development, a solution for managing power usage in business and private homes.
- Participate in strategy planning, budgeting, and business development.
- Responsible for overall design profile for Solcellekonsulenten, VarmepumpeKonsulenten and VarmepumpeEnergi / SoMe ads and visual marketing.

Concept Artist / Level Designer / Graphic Design

Jan2016-Present

AREA 1. Hannover, Germany

Area 1 is an independent games studio that produces a range of next-generation 3D Virtual Reality (VR) & Augmented Reality (AR) entertainment and educational games. The main focus is to develop truly next-generation Games and Apps.

Visually build the world where the game world would take place, some with mood imagery and when needed created illustration to give depth and uniqueness to the story as we went along. The latest is a VR Mech pilot simulator game, where we are creating the universe, characters and story from the ground up, its super sci-fi nerdy stuff and I F-ing love it. My core responsibilities:

- Concept sketches for the 3D artist to build the main characters and vehicles.
- Level design Created the game levels, and visual oversight to make sure the player gets the feeling of the dusty desert planet, where the most story takes place.
- Research - Finding points of reference, so our sci-fi machines, are built on a 'realistic' premise, and adapting things to interlace with know real world tech.
- UI interface, In game menus, HUD displays.
- Posters and graphic art.

Product & Strategy Designer / Co-Founder

Mar2018-Dec2019

ComposTech. Kolding, Denmark.

Compostech is behind the development of a new system for recycling food waste in large kitchens, canteens, institutions, and restaurants. Our idea led to the design of the ComposTech system in order to decrease the current rate of food waste generation. This product and service is progressively designed to minimize energy use and have less of an impact on the environment. This is a completely new way of managing food waste, compared to traditional food waste collection systems.

Product Designer

Sep2018-Feb2019

CONSTRUCT. Copenhagen, Denmark.

We are a group of four designers and engineers who believe anything is possible, pricing is typically more an obstacle than a possibility. But good design should account for the smallest amount of compromise and the best value for money. With our expertise, we will enable you to turn your dreams into reality. We work with all various materials such as metals, plastics, and wood.



AWARDS

“We Design Life”

Design in Kolding Foundation , Nov 2018

“Best Pitch Green Start-up Contest”

Heinrich Böll Stiftung Berlin, Oct 2018

“Micro Grant”

Danish Entrepreneurship Award, Mar2018

“DesignTalent Award 2017”

Danish Entrepreneurship Award, Nov 2017

“The Most Innovative Idea, EW17”

BusinessKolding, Nov 2017

EXPERTISE & SKILLS

Sketching, illustration, 2D & 3D Visualization, Imagination, Figures & Fantasy World, Game Design, Mood Board, Character & Creature, Logo Design, Print Techniques, Spray Paint

Adobe Illustrator, Photoshop, Indesign, Microsoft Office, Rhinoceros, V-Ray, Keyshot

EXPERIENCE

Furniture Designer

Sep2016-Apr2017

NODE CO. Copenhagen, Deenmark.

Products of NODE and NOFU are timelessly elegant and made to the highest standards, resulting in pieces of furniture that are highly functional, with great value, and built to last. Their aim is to create a perfect fusion of design and functionality, the classic, clean shapes of Danish Design crafted using the finest materials into great comfort and style.

I had this opportunity to work for Bertil Stam, and the main capability of his company is represented by Bertil's long experience in the design field and by his deep knowledge of industrial and craft processes. As an intern, I learned it is important to know our clients, their business and speak their language. We also gathered information through research of our client's industry, products, services, and market. The more information we have the better concepts we have for the design.

EDUCATION

Master of Art in Industrial Design

2018

Design School Kolding. Kolding, Denmark.

Bachelor of Art in Industrial Design

2016

Design School Kolding. Kolding, Denmark.

