

Guðmundur Valur

UI/UX Designer
Motion Designer

Guðmundur Valur Viðarsson

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I've been asked more than once if there's something that I can't do. At the farm, where I grew up, I learned self reliance because when something broke, you had to adapt and keep going. That mentality aids in problem solving and lateral thinking in everyday scenarios.

I have various hobbies but my main one is viking reenactment fighting with my friends in Rimmugýgur. I know nothing better than to slash my friends with a sword or stab them with a spear, in a friendly manner, of course. I am a well rounded nerd, a craftsman with a love of languages and culture, with a big heart.

I've travelled far and wide and have experience of different cultures. I'm well versed with computers and am a self educated computer aficionado.

I work well in a group. I'm easy going and positive, neither drink or smoke and have two daughters and a son.

ICELANDIC ✔

ENGLISH ✔

ESPAÑOL ✔

OTHER ✔

RELEVANT WORK EXPERIENCE

2023 - 2026 **CCP / FENRIS CREATIONS** UI / UX and motion design. At Fenris I handled various design tasks involving Eve Online. I was the main designer on the Heraldry team which among other things added to the game an Achievements system and SKINR, where players can reskin and decorate ships in the EVE universe.

2019 - 2023 **METALL** Digital Motion Designer / Product Designer. At Metall I worked for international clients such as Dell, Whole Foods and Volvo. Specialising in motion design , motion prototyping and interactive prototyping. Domestically, clients include Icelandair, Krónan, Origo, Island.is, Lucinity, DoHop and many more.

2019 **GRAPHIC DESIGNER** Digital design, mostly motion design at an Ad agency. Jack of all trades. Independent designer and illustrator

2017 - 2018 **ICELANDAIR DIGITAL LABS** Designer / Illustrator. Web design, UI and UX design on the Icelandair app. All encompassing digital design and illustration.

2014 - 2017 **RADIANT GAMES** Lead artist. UI / UX, graphic-, game-, and motion design. Main responsibility was overseeing the look and feel of Box Island , an award winning coding game for Kids. Winner of Best Fun For Everyone at Nordic Game and featured in TechCrunch, Mashable, TNW and more. Featured both on Play Store and App Store.

2013 - 2014 **GRAPHIC DESIGNER** Independent designer and illustrator.

EDUCATION

2011 - 2013 **RVK MULTIMEDIA SCHOOL** Multimedia design, 3D, film making, animating, sound design and VFX. Basics in Maya, Unity3D, Flash and more.

2007 - 2010 **THE AKUREYRI SCHOOL OF VISUAL ARTS** Graphic design, calligraphy, industrial design, logo design, fundamentals of the digital arsenal.

2004 - 2005 **THE REYKJAVÍK SCHOOL OF VISUAL ARTS** Prestudies. Technical drawing, model drawing, photography, painting, art history etc.

1999 - 2004 **KVENNASKÓLINN Í REYKJAVÍK** Linguistics

SKILLS & PROFICIENCIES

AFTER EFFECTS / ILLUSTRATOR / FIGMA / PREMIERE PRO / PHOTOSHOP / SWORD / FARMING EQUIPMENT / WOODWORKING / PROBLEM SOLVING