

Rasmus Gerner

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Experience

Plusarkitekter, Denmark, Architectural Intern

2024 June - 2024 September

2025 June - 2025 September

_I gained valuable experience in the following areas: regulatory compliance, BIM for government approval, residential design, service design, public design and designing to meet LCA legal requirements..

_I created plans for the following projects (see portfolio for some examples): a large fjord villa (draft), a hotel renovation (built), and a crèche (in development), large luxury apartment complex (in development), new services for a factory (in development).

_I effectively collaborated with various stakeholders such as clients, various engineers, architects and government officials.

Freelancer Architect:

2026 - current

_Technical drawings and BCAR submissions

TV 2 Kosmopol (Danish media company & TV station), Denmark

Design lead & Senior Motion Graphic Designer:

2016 January - 2021 September

_I developed the overall brand design that had high approval ratings for the tv station and that several other Danish tv stations offered to purchase.

_I created graphics program packages for tv shows in the Danish tv station TV 2 Lorry.

_I managed a team of people starting out on their design journey. I was responsible for training them, delegating assignments and keeping track of all progress across the projects.

_I made print design e.g. the annual report, posters, pamphlets & event promo materials

_I learned to be adaptable and think on my feet, as requirements changed rapidly and the time frame for each project varied widely.

_I was foundational to developing our brand identity to fulfill new projects, such as new platforms or functions.

_I developed a can-do attitude and fill a lot of different roles, such as art director, motion designer, manager, producer, graphics designer, UX designer.

_I collaborated with others through managing a team and working with other professionals and 3rd parties- all for the purpose of integrating graphics to the TV software & brand.

Postyr – VFX and Motion designer Intern:

2015 September -2015 November

_I was the de-facto expert in Postyr at Cinema 4d for creating TV commercials, while collaborating with the team.

_I learned VFX (Visual effects). I set up and managed render farms. I also solved complex 3D tasks.

_Postyr management felt confident enough in me that they asked me to work for another partner company Nordisk Film, where I learned the ropes of daily graphics work. Through this experience, I learned how to work in different settings with new challenges

Freelancer Motion designer (part-time):

2012 - 2022

_I began freelancing part-time as a college student and continued it for several years after.

_I took on projects that were initially challenging for me, as it was my goal to upskill, and I became an expert at every project that I undertook (e.g. Arnold, RedShift). Through this, I learned how to deal with new challenges, and how to appreciate and thrive in ambiguity.

_I effectively manage my time and how to work with different clients and requirements.

Education

[University] University College Dublin, BSc-MArch (Architecture):

2021 - 2026

- _Developed strong architectural design skills through progressive studio projects from concept to complex building design.
- _I learned various topics including architectural history, conservation and ecology..
- _Pitched complicated ideas through various media in an understandable and compelling way.
- _Solved problems by embracing unconventional approaches to find innovative solutions.
- _Explored architectural history and theory, developing critical thinking and cultural awareness.
- _Worked with existing complex structures, making them accommodate new programs.
- _Learned technical aspects about architecture such as survey drawings, materials, structural principles, environmental design and getting familiar with Irish building regulation.
- _Strengthened communication and collaboration skills through team-based studio work and interdisciplinary projects.
- _Created presentation models at various scales

[University] EAL/UCL Multimedia Design Movie & animation:

2012 - 2015

- _The base of the education was web development, including: HTML, PHP and CSS.
- _I took a course on advanced creative workflows and firm management.
- _The main focus was learning to produce content. We created websites, live action movies and 2D animations both as explainers and music videos.
- _One example project that I did was to produce an interactive experience where I projected clothing on a mannequin with separate graphics for each item of clothing so as to be able to change the outfit piece by piece. I wanted to learn much more than the school had to offer so in my spare time I read many books to help me improve, including:
 - _Colour Design Workbook by Adams Morioka and Terry Stone,
 - _Onedotzero Motion Blur 2 by Shane RJ Walter,
 - _Design for Communication by Elizabeth Resnick
 - _Thinking with Type by Ellen Lupton.
- _Furthermore, at this time I had been working with 3D for a while and had the intention to get better (as I continuously still aim for). So, for a year, I produced a GIF a day, which accelerated my 3D skills immensely.

[Secondary School] HTX in Communication & IT:

2009 - 2012

- _I knew from an early age that I wanted to work in the design space, and I chose a secondary school with a focus on creative thinking and problem solving. In this school, we were enabled to create our own products like games, websites, programs, physicals products or electronic gizmos.
- _I learned technical subjects like mathematics, physics, coding and electronics, as well as multiple humanities subjects like English, business and communications.