

Resume - Nicklas Hansson

Contact Information

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Appearance

Hair: Dark blonde (Straight) Hat: 57
Acting age: 20 -35 Pants: W32 L32
Eye color: Mixed (green) Weight: 75kg (165 lbs)
Origin: Scandinavian
Height: 178 cm (5'10")
Clothing size: Medium
Shoe size: 42 EU

Language

Swedish

English (American)

English (British)

Experience

Native language

Advanced

Advanced

Skills

- * Fighting & various martial arts (stage fighting / screen fighting)
- * Visual act based 3D winch system operator, "SCAI 3D"
- * High falls
- * Fire stunts
- * Physical acting (specialized in motion capture)
- * Rappelling
- * Breakfalls
- * Ratchet & Wirework
- * Firearm handling
- * Rigging
- * Precision driving
- * Acrobatics /Parkour/Freerunning
- * Horseback riding
- * Military knowledge, tactics, movement patterns
- * Various melee weapons (knives, swords, nun chucks, staff etc.)

Misc. Information: Drivers License: B

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Production (<i>Selected credits</i>)	Role	Employer	Year
Morden i Sandhamn	Stunt player	Stuntmakers	2016
Gåsmamman	Stunt Performer	Stuntmakers	2016
Transformers: The Last Knight	Stunt Performer	High Command Productions	2016
Game of Thrones Season VII	Stunt Performer	Fire and Blood Productions	2016
RAID (Video game cinematic trailer)	Character: Kurgan	Bläck/Imagination Studios	2016
Queen Concert Barcelona	Winch system operator	The Wire rig company	2016
Battlefield 1 (Video Game)	Mo-cap Stunt performer	Dice	2015-2016
Sameblod	Assistant Stunt Coordinator	Nordisk Film	2015
Modus (Tv-series)	Assistant Stunt Coordinator	Miso Film	2015
Miss Peregrine's Home for Peculiar Children	Winch system operator	The Wire rig company	2015
Modus (Tv-series)	Assistant Stunt coordinator	Miso Film	2015
Warhammer: The end times - Vermintide (Video Game)	Mo-cap Stunt performer	Fatshark	2014-2015
Star wars: Battlefront (Video Game)	Mo-cap Stunt performer	Dice	2014-2015
The Circle (Feature film)	Assistant Stunt coordinator	RMV Film	2014
Wolfenstein: The Old Blood (Video Game)	Mo-cap Stunt performer	Machine Games	2014-2015
Morran & Tobias (Tv-Series)	Stunt coordinator	SVT	2014
Dragon Age: Inquisition (Trailers)	Mo-cap Stunt performer	Bläck / Bioware	2014
Escape Dead Island (Video Game)	Mo-cap Stunt performer	Fatshark	2014
Assassins Creed: Chronicles (Video Game)	Mo-cap Stunt performer	Climax	2013-2015
Mirrors Edge: Catalyst (Video Game)	Mo-cap Stunt performer	Dice	2013-2015
Just Cause 3 (Video Game)	Mo-cap Stunt performer	Avalanche Studios	2013
Mad Max: Fury road (Video Game)	Mo-cap Stunt performer	Avalanche studios	2011-2014
Wolfenstein: The new order (Video Game)	Mo-cap Stunt performer	Machine games	2012
Battlefield 4 (Video Game)	Mo-cap Stunt performer	Dice	2012-2013
XCOM (Video Game)	Mo-cap Stunt performer	2K Games	2011
Hamilton - But not if it concerns your daughter (Feature film)	Stunts	Pampas Productions	2011
Hellenius Hörna (Tv-series)	Stunt Double Mikael Nyqvist	Tv4	2011
Bloodforge (Video Game)	Mo-cap Stunt performer	Climax	2011
Swedish Armed forces (commercial)	Stunt performer	Showtime	2011
Hövding test approvals	Helmet tests	Hövding Sverige AB	2011-2015
Syndicate (Video Game)	Mo-cap Stunt performer	Sarbreeze studios	2010
Battlefield 3 (Video Game)	Mo-cap Stunt performer	Dice	2010/2011
Battlefield Bad Company 2 (Video Game)	Mo-cap Stunt performer	Dice	2009
Der Komissar und das Meer:n Einem Einsamen Ort	Stunt performer	Network Movie	2007

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My name is Nicklas Hansson and I'm a Swedish stuntman, actor and model.

I grew up in the southern parts of Sweden where I started acting and singing in a few musicals as a child. Eventually I moved to Stockholm where I started my career as a stuntman and actor. I have a background in the Swedish armed forces, I'm a martial artist, acrobat, musician, singer and I do improvised acting.

During the years I have specialized in motion capture, where you record the physical acting of a performer for a digital media such as video games. With almost 1400 hours of experience in a "mocap" suit, I am very used to being in front of the camera and taking directions.

"... Not only does Nicklas maintain an amazingly high level of fitness, he's also an extremely passionate and determined performer. Nicklas will take the direction very seriously, listening intently and then bring an unparalleled level of focus to ensure that even the most complex of motions can be nailed in as few takes as possible. He would also raise potential issues and propose viable solutions to problems. "

- Jon Maine, Animation Director, Avalanche studios (For Mad Max the game)

