

RESUME

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OBJECTIVE

To work as a character modeler and texture artist on highly detailed characters and creatures for commercial- and featurefilm visual effects, as well as to improve my skills in charactersetup and animation

WORK EXPERIENCE

- July – December `05** **Ambient Entertainment, Hannover:**
Lighting Artist on the feature length animation film
“Urmel aus dem Eis”
- June `05** **LICHTHOF Animation Studio in Kassel:**
Modeling, Charactersetup and Animation for an
animated tv-ad “HubbaBubba 5”
- `04 -`05:** **Kunsthochschule Kassel (University of Arts, Kassel):**
Part Time Lecturer
Gave seminars on the benefit of Previs, and taught the
basics of Maya 5 for Previs purposes.
- `03 -`04:** **Kunsthochschule Kassel (University of Arts, Kassel):**
Freelance Lecturer
Taught the basics of Realviz Applications in various
seminars for filmstudents
- `02 Summer:** **LICHTHOF Animation Studio in Kassel:**
Freelance compositor and modeler on a music video
- Aug. `00 - Dec. `04** **Gloria-Palast Kassel, movie theater. Projectionist**
moved to another movie theater with only one screen to
have more time to study.
- Jan. `00 - Jul. `00** **UFA-FILMPALAST Kassel, movie theater:**
Projectionist
Worked as a projectionist in a large movie theater with
13 screens

SKILL SET

I am good in modeling and texturing characters and sets with a high grade of realism and great attention to detail. I especially excel at modeling with polygons and subdivision surfaces, although I also know how to model with nurbspatches.

I am also able to draw and paint photoreal with over 15 years of experience

SOFTWARE PROFICIENCY

Main Tools	<ul style="list-style-type: none">- LightWave 3D . 5 years, Expert in modeling and shading- Maya 3 years, Expert in modeling, Intermediate in charactersetup and animation , Beginner in melscripting- Zbrush2. 1 year, Intermediate in fine detailing and texturing- Photoshop 7. 3 years, Expert in Texturepainting
Additional:	<ul style="list-style-type: none">- After Effects, 5 years, Intermediate- Combustion, 3 years, Intermediate- Digital Fusion, 1 year, Intermediate- Matchmover Pro, 2 years, Beginner- Image Modeler, 2 years, Beginner- Retimer, 2 years, Beginner
Systems:	<ul style="list-style-type: none">- Windows NT / 2000 / XP- Mac OS X

EDUCATION

Sept. '96 - June '04 Kunsthochschule Kassel (University of Arts, Kassel):

Studies of Visuelle Kommunikation with specialisation in film and animation. Here I have specialized in set design first before starting computer animation. I graduated summer 2004.

Sept. '94 June '95 Akademie Beldende Kunsten Maastricht, (Akademy of Arts), Maastricht

Studies of visual communication with specialisation in photography. I left after a year because I realized that I wanted to do film and that was not possible in Maastricht.

'84 - '94 While I was still in school I attended various private and public drawing classes and artschools, where i learned how to draw and paint photorealisticaly since i was 11 years old.

AWARDS AND RECOGNITIONS

Nov. '03 Dokumentarfilm und Video Festival, Kassel

Nomination for best production for my documentary "Hometown: Asbury Park"

'99 Hessische Filmförderung

I was funded with a grant of 70.000,- DM (about 35.000,- \$US), by the state of Hessen for the production of the feature documentary "Hometown: Asbury Park" wich I completed November 2003.

´98 Hessische Filmförderung

I was funded with a grant of 8000,- DM (about 4000,- \$US), by the state of Hessen for the development of a feature documentary script during my studies of film at the Kunsthochschule Kassel

PERSONAL INTERESTS

Photography, drawing, painting, my upcoming shortfilm, making prosthetics and fake teeth