

Personal Information

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Profile

I am a freelance FX Artist/TD with a strong 3D Generalist background. My objective is to create high-end visual effects for film, television and commercials.

While my main interest lies in the technical aspects of 3D content creation like simulation and scripting, I have also experience in modelling, rigging, animation, shading, lighting and rendering. My preferred application is Houdini but I'm familiar with other software packages like Maya, 3ds Max, FumeFX, ZBrush, Mari, Nuke and Photoshop as well.

Career (excerpt)

10.2015 - 04.2016	Freelance Houdini FX-TD at Chimney GmbH & Co. KG, Frankfurt am Main
02.2015 - 04.2015	Freelance Houdini FX-TD at rise fx GmbH, Berlin
09.2014 - 10.2014	Freelance FX-Artist at CinePostproduction GmbH, Berlin
06.2013 - 06.2014	Employment as CG/FX-Artist at CinePostproduction GmbH, Berlin
09.2012 - 04.2013	Freelance 3D-Artist at Pixomondo Images, Berlin
09.2012	Freelance 3D-Artist at dondon Kähler Pelzer GbR, Berlin
03.2012 - 06.2012	Freelance 3D-Artist at Pixomondo Images, Berlin
08.2011 - 12.2011	
11.2010 - 08.2011	Freelance 3D-Artist at Exozet Effects GmbH, Potsdam
09.2010 - 10.2010	Freelance 3D-Artist at Storz & Escherich GbR, Berlin
08.2010 - 09.2010	Freelance 3D-Artist at Fish Blowing Bubbles GmbH, München
04.2010 - 05.2010	Freelance 3D-Artist at dondon Kähler Pelzer GbR, Berlin
03.2010 - 04.2010	Freelance 3D-Artist at rise fx GmbH, Berlin
11.2009 - 01.2010	

04.2009 - 10.2009 Employment as Junior 3D-Artist at rise | fx GmbH, Berlin

01.2009 - 04.2009 Internship as 3D-Artist/Compositing-Artist at rise | fx GmbH, Berlin

Education

06.2014 - 07.2014 CGWorkshop, "Destruction in Houdini"

09.2004 - 02.2008 The German Film School, Elstal, Germany
 Graduated with German diploma (equiv. to masters) in 3D-animation.

09.2000 - 12.2004 University of Applied Sciences Braunschweig/Wolfenbüttel, Salzgitter, Germany
 Graduated with German diploma (equiv. to masters) in media design.

Skills

3D Software

Houdini ■■■■

Maya ■■■■

3ds Max ■■□□

ZBrush ■■□□

Mari ■■□□

V-Ray ■■□□

FumeFX ■■□□

2D Software

Nuke ■■□□

After Effects ■■□□

Photoshop ■■□□

Languages

German ■■■■

English ■■■■

MEL ■■□□

Python ■■□□

VEX ■■□□

■■□□ - beginner

■■■□ - intermediate

■■■■□ - advanced

■■■■ - expert