

Michael Grund

Freelance Houdini FX Artist / TD

Personal Information

Name:	Michael Grund	Email:	michael@mcgrund.de
Address:	Fanningerstraße 54 10365 Berlin, Germany	Internet:	www.mcgrund.de

Profile

I am a freelance FX Artist/TD with a 3D Generalist background and more than 10 years working experience in the movie industry. My objective is to create high-end visual effects for film and television.

While my focus lies on the technical aspects of 3D content creation like simulation and scripting, I have also experience in modelling, rigging, animation, shading, lighting, rendering and compositing. My weapon of choice is Houdini but I'm familiar with several other 2D and 3D software packages.

Career

06.2024 - 12.2024	Freelance FX-Artist at Outpost VFX, Bournemouth (remote)
02.2023 - 12.2023	
02.2022 - 09.2022	Freelance FX-Artist at Illumination Mac Guff, Paris (remote)
2021	Sabbatical
03.2020 - 08.2020	Freelance Houdini FX-TD at TRIxTER GmbH, Berlin (partly remote)
10.2019 - 02.2020	Freelance Houdini FX-TD at RISE FX GmbH, Berlin
05.2019 - 09.2019	Freelance Houdini FX-TD at TRIxTER GmbH, Berlin
03.2019 - 05.2019	Freelance Houdini FX-TD at Celluloid Visual Effects GmbH & Co. KG, Berlin
06.2018 - 10.2018	Freelance Houdini FX-TD at MovieBrats Studios GmbH, Berlin
01.2017 - 01.2018	Freelance Houdini FX-TD at TRIxTER Berlin GmbH, Berlin
08.2016 - 11.2016	Freelance Houdini FX-TD at MovieBrats Studios GmbH, Berlin
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 08.2011 - 12.2011	Freelance 3D-Artist at Pixomondo Images, Berlin
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 11.2009 - 01.2010	Freelance 3D-Artist at RISE FX GmbH, Berlin
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

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		2D Software		Languages	
Houdini	■■■■	Nuke	■■□□	German	■■■■
Maya	■■□□	After Effects	■□□□	English	■■■□
3ds Max	■□□□	Photoshop	■■□□	Houdini VEX	■■■□
ZBrush	■□□□			Python	■□□□
■□□□ - beginner		■■□□ - intermediate		■■■□ - advanced	
				■■■■ - expert	