



Background / Career Objective

Skilled as a digital artist with the focus on Character Modeling (Nurbs and Polygon) and Facial Setup as well as Blendshape Modeling. Strong ability in laying out UVs and experienced in Texturing. I consider myself an Artist with the technical knowledge to create high quality images. Experienced in traditional and digital arts.
 My goal is to work on outstanding feature film projects in a team to master challenging tasks where high quality work throughout the character creation process is assumed.

Education

2001 - 2004	Babelsberg Film School	diploma digital Artist (Master in Media Arts)
1994 - 1997	Geschw. Scholl Schule	allgemeine Fachhochschulreife (High School Diploma)

Skills

- In-Depth Knowledge in the process of digital character creation as well as production process of full animated feature films
- knowledge of human anatomy
- designing humanoid characters
- modeling with polygons, nurbs patches and subdivision surfaces
- sculpting with mudbox and ZBrush
- knowledge of FACS
- modeling of Facial expressions and facial rigging
- modeling sets and props
- creating UV layouts for the texturing artists needs
- creating high-res textures with photoshop
- shading
- rendering with mental ray and renderman for maya
- skinning

Software

3D

Autodesk Maya	● ● ●
Autodesk XSI	● ● ●
Autodesk 3D Studio Max	● ● ●
Autodesk Mudbox	● ● ●
Pixologic Zbrush	● ● ●
Maxon Bodypaint	● ● ●
Cyslice	● ● ●

2D

Adobe Photoshop	● ● ●
Adobe After Effects	● ● ●
Descreet Combustion	● ● ●
Apple Shake	● ● ●
Final Cut	● ● ●

Languages

German	● ● ●
English	● ● ●
Spanish	● ● ●
French	● ● ●

Work Experience

Duration	Position / Project	Company	Responsibilities
08/2009 - Present	Texture Artist for animated feature ("Konferenz der Tiere")	Ambient Entertainment Hannover	- UV Layout and texturing of Characters
04/2009 - 07/2009	Facial Setup / Modeling Artist for animated feature ("Konferenz der Tiere")	Ambient Entertainment Hannover	- Facial Rigging and Facial Blendshape Modeling - Character Modeling
07/2008 - 11/2008	Freelance Character Modeler for animated feature „Mikisoq“ (in Production)	A-Film Copenhagen	- Character Modeling - Character UV Layout and Texturing - Shave and Haircut Artist
02/2008 - 07/2008	Modeling Supervisor ("Sunshine Barry and the Disco Worms" / Animated Feature)	RadarFilm Copenhagen	- Supervision of the Character Modeling Department and Texturing Department - Managing of Timeschedules and Deadlines - Close Collaboration with Art Director and Rigging Dept.
10/2007 – 01/2008	Character Modeling Lead "Sunshine Barry and the Disco Worms" / Animated Feature)	RadarFilm Copenhagen	- Character Modeling Lead - Facial Rigging and Facial Blendshape Modeling
03/2007 - 09/2007	Modeling TD Character Modeling and Facial Setup / Blendshapes („Jasper“ / Animated Feature Film)	Toons and Tales Berlin	- Character Modeling - Facial Rigging and Facial Blendshape Modeling
05/2006 - 01/2007	3D Artist Facial Setup and Blendshape Modeling ("Lissi und der wilde Kaiser" / Animated Feature Film)	Scanline VFX Munich	- Facial Rigging and Facial Blendshape Modeling
12/2005 - 04/2006	Modeling TD Character Modeling ("Lissi und der wilde Kaiser",/ Animated Feature Film)	Scanline VFX Munich	- Character Modeling
07/2005 - 10/2005	3D Artist (Dragonhunters / 3D Computer Games)	RadonLabs Berlin	- Character Modeling - Character Texturing - Character Rigging