

Skills

- over 13 years of experience in *VFX* production and *Feature Animation*
- excellent problem solving skills including knowledge of work-a-rounds and oriented to details
- additionally skilled in *Modeling, Facial Rigging, Texturing, Animation* and *Compositing*
- advanced knowledge of 3D Stereo Workflow and CG camera work
- knowledge of production workflow with tracked camera data, Matchmove, LIDARs and Assets
- creative sensibility when choosing appropriate camera angels & lenses to generate appealing compositions
- Ability to lead and manage a team of artists and willingness to learn new tools

Software

Linux, Shotgun, Maya, XSI, 3DS Max, Nuke, ZBrush, Substance Painter, PF Depth, 3DEqualizer, Adobe Creative Suite, Marvelous Designer

Education

2001 - 2004	The German Film School	diploma digital Artist (<i>Bachelores degree</i>)
1994 - 1997	Geschwister Scholl Schule	(<i>A Level</i>)

Work Experience

- **Digital Artist | 3D Modeling**
Aug 2020 - present
ANIMAL LOGIC
- **Senior Layout Artist**
Jan 2020 - June 2020
METHOD STUDIOS
Layout „Feng Shen Trilogy“ | Matchmove „Mortal Kombat“
- **Senior Layout Artist**
Nov 2018 - Dec 2019
ANIMAL LOGIC
Final Layout „the LEGO MOVIE 2“ | Layout „Peter Rabbit 2“
- **Senior Layout Artist**
Feb 2018 - Oct 2018
METHOD STUDIOS
„Skyscraper“ and „Outlaw King“

- **Senior Layout Artist**

Aug 2017 - Jan 2018

ANIMAL LOGIC

„Peter Rabbit “

- **Final Layout Lead Artist | Senior Digital Artist**

Jan 2016 - July 2017

ANIMAL LOGIC

"LEGO Ninjago movie" and "LEGO Batman movie"

- **Camera Layout | Stereoscopy**

July 2014 - Aug 2015

MOTIONWORKS

Camera Layout | Supervision and Setup of Stereoscopic Pipeline in Maya

- **Stereoscopic Supervisor**

July 2012- July 2013

MUNDOLOCO CGI

Supervision and Setup of stereoscopic Pipeline in Maya/Nuke for "Futbolin"

- **Stereo Lensing Artist**

July 2011 - Nov 2011

DR. D STUDIOS

Stereo lensing for animated feature "Happy Feet Two"

- **Stereo Composer**

May 2010 - May 2011

EINSTEIN FILM

Camera Layout | Setup and Supervision of stereoscopic Pipeline in 3DS Max

- **Texturing | Shading Artist**

Aug 2009 - Jan 2010

AMBIENT ENTERTAINMENT

Character Texturing | Cloth Texturing using Photoshop and Bodypaint

Renderer: Mental Ray & Renderman | UV Layouting for "Animals United"

- **Facial Setup | Modeling Artist**

Apr2009 - Aug 2009

AMBIENT ENTERTAINMENT

Facial Setup and Charactermodeling

- **Modeling Supervisor | Character Modeling Lead**

Oct 2007 - Jul 2008

RADAR FILM COPENHAGEN

Supervision of the Modeling Department

- **Modeling TD | Facial Setup Artist**

Dec 2005 - Jan 2007

SCANLINE VFX

Character Modeling and Facial Rigging | Setup



References

John F. Prieto Amon

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(former Method Studios)

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