

Practical Experience:

- Suedlich-t (postproduction), Munic, Germany 05/2008 to 5/2009  
Technical Director. (Freelance) scripting and FX for commercials
- Animation Workshop (animation school), Viborg, Denmark 12/2008  
Teacher. taught shading and rendering for a students workshop
- Massive Black (Game design company), Shanghai, China 10/2008  
3D Artist and Compositing. (Freelance) animation shading rendering and compositing for God of War III (Sony Entertainment) a Playstation game trailer
- Toons'n Tales (animation atudio), Hamburg, Germany 07/2008  
Technical Director. (Freelance) Shading and FX for an animated feature film (Jasper the Penguin)
- Syzygy (web design company), Bad Homburg, Germany 03/2008 to 05/2008  
3D Artist and Compositing.-Freelance work , 4 little image movies for an international web launch of (Pritt correction tapes)
- CFC Framestore, London, England 09/2008 to 03/2008  
Technical Director. particle effects and scripting for Narnia II
- MPC Commercials, London, England 02/2007 to 08/2007  
Technical Director. particle effects and scripting for several commercials
- CA Scanline (animation studio), Munic, Germany 12/2005 to 02/2007  
Technical Director. scripting for digital environments and FX for an animated feature film (Lissi und der wilde Kaiser)
- Elektrofilm (postproduction), Stuttgart, Germany 08/2004 to 09/2005  
Technical Director. shader-networks, setup and effects for some german tv features
- Pixomondo (animation studio), Ludwigsburg, Germany 01 to 05/2004  
Lead Technical Director. shader-networks, character expressions and fluis clouds
- Filmakademie Baden Wuerttemberg, Ludwigsburg, Germany 10/2001 to 6/2002  
3D Artist. special effects and animations for different student projects.
- Pixomondo (animation studio), Pfungstadt, Germany 07 to 09/2001  
3D Artist. modelling, animation, rendering and conceptual designs for commercials.
- Independent film work 03 to 06/2000  
 Release of my first animated short "Eintagsliebe"- shown at festivals and on tv.
- Scholz und Volkmer (webdesign firm), Wiesbaden, Germany 07 to 09/1999  
Compositing Artist. Quick Times for an interactive CD-ROM - MercedesBenz (the new S-Class) and other projects.  
 Received the Art Directors Club "Gold" Award.
- TAS (advertising and web design firm), Darmstadt, Germany 1997 and 1998 (ca. 6 months)  
Web-Design Art Director. Led a team of designers and interns in the web-site production of a local magazine. Developed and programed (Macromedia Director) an interactive CD-ROM catalog for Levi´s.
- Freelance work in print and multimedia 1994 to 2000  
 for about ten different companies or advertising agencies

#### Technical Skills:

- Fluent in: AliasWavefront MAYA, Photoshop, AfterEffects, Macromedia Director, dp software and MEL scripting.
- Proficient in: Shake, Adobe Premiere, audio software
- Experienced with all common computer platforms (win,mac and linux)

#### Studies:

- Filmakademie Baden Wuerttemberg, Ludwigsburg, Germany 10/2001 to 02/2005  
Diplom (MFA) in Digital Imaging and Animation
- Academy of Art College, San Francisco, CA 08/2002 to 05/2003  
Focus in Computer Arts/ Modeling and Animation  
Fullbright Scholarship
- University of Applied Sciences, Mainz, Germany 10/1996 to 06/2001  
Diplom (MFA) in Mediadesign  
Tutor for undergraduate Students between 1997 and 1999 in QuarkXpress and Maya.
- University of Applied Sciences, Darmstadt, Germany 1993 to 1995  
Coursework in Computer Science (three terms)