

Senior CG Generalist

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demo reel: <http://www.cgillusion.de/reel.html>
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WORK HISTORY

2023	Water Sim Specialist, Attraktion!, Natura Vision FX Artist, Vine FX Ltd Cd Artist, Heckler Singapore
2022	3D Generalist, Woodblock, GoreTex & Woodies Origin FX Artist, Attraktion!, Natura Vision
2021	FX Artist, Attraktion!, Kaisa Lead FX Artist, Arx Anima, Häschenschule 2
2020	FX Artist, Mark13, Die Olchis
2019	FX Artist, Mark13, Vic the Viking
2018	Lookdev, Texturing and Shading, Mark13, Vic the Viking
2017	FX Artist, Mark13, Maya the Bee 2
2016	Lighting/Shading Artist, RiseFX, Captain America Lighting Artist, Mark13, Pettersson und Findus 2
2015	Senior CG Artist at nhb, px-group and wurzel medien
2006 to 2013	3D Generalist / FX Artist for: Blackmountain VFX, Traffix Entertainment SAE, Scanline and others

PROFILE

- 15 years experience working on visual fx for tv commercials and feature films
- Good technical knowledge of all stages of post-production
- Experience in On Set VFX Supervision

SKILL SET

- Effects
- Look Dev
- Rendering
- Vex / Mel
- Compositing
- Shading
- Lighting
- Texturing
- Modeling
- On Set Supervision

SOFTWARE PACKAGES:

- Houdini
- Maya
- Substance Designer
- Realflow
- FumeFX
- Nuke
- Redshift
- Vray
- Mantra
- Arnold
- Karma
- Natron

EDUCATION

12/2005 Engineer's Degree in Media Technology (Media Production)
Ilmenau Technical University