

pure|imagine

Sven Skoczylas MSc

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pureimagine is the online presence of Sven Skoczylas, a passionate and ambitious 3D artist living in Germany. I work as a generalist with focus on lighting, shading and rendering. I graduated as a BSc in "media informatics" (2008) and as a MSc in "digital media" in July 2011. I'm currently free to work and I'm looking forward to gain experience and skill. If you like my work I would be happy to hear from you.

Work

June 2010 to February 2011 @ motiphe

Working on the official music video (full-cg) for
"The Glitch Mob - Between two Points".

July 2009 to September 2009 @ Xybris Interactive, Berlin

Working as a freelancer on fame2u (online browser game).

April 2008 to September 2008 @ RTT (Realtime Rechnology AG), Munich

Internship in the lighting and shading department.
Development of a node-based shader for realistic street shading.

Education

October 2008 to July 2011 @ University of Applied Science Hagenberg, Austria

Graduated as a MSc in "July 2011".

October 2005 to July 2008 @ University of Applied Science Harz, Germany

Graduated as a BSc in "media informatics".

Tools

Proficient in: Maya, Mental Ray, ZBrush, Photoshop, After Effects
Basic knowledge: Houdini, Boujou, Realflow, Mudbox, Nuke

Skills

Quick learner, technical ability and understanding, problem solving,
ability to work both independently as well as in a team

Programming

MEL, PHP, HTML/CSS

Languages

German (native), English (fluent)