



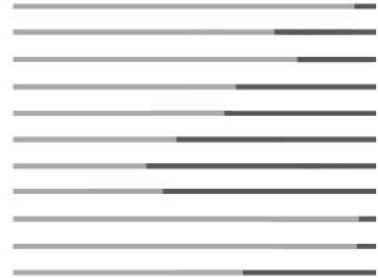
ABOUT.

I'm a passionate and ambitious 3D artist living in Germany. I work as look dev. / lighting artist with six years of professional experience. After finishing my BSc in media informatics in 2008 I completed my MSc in "digital media" in 2011. Currently I'm employed at Pixomondo Frankfurt, Germany. I love look dev. and lighting but I can work as generalist and I am capable of handling small simulation tasks. I'm always looking forward to gain experience and develop my skills.



TOOLS.

Maya
ZBrush
Photoshop
Mari
Nuke
Mudbox
Houdini
3DS Max
V-Ray
Arnold
Mental Ray



EDUCATION.

10/2008 - 07/2011

UoAS Hagenberg
Hagenberg, Upper Austria
Master (MSc) Digital Arts

10/2005 - 09/2008

UoAS Harz
Wernigerode, Germany
Bachelor (BSc) Digital Media

07/2004 - 07/2005

Technical College
Braunschweig, Germany
Technical Certificate in Informatics



LOVE.

Lighting
Shading
Rendering
Modeling
Sculpting
Texturing
Simulation
Compositing
Animation



Experience.

08/2011 - 06/2017

Pixomondo, Frankfurt
Look dev. / Lighting Artist

Projects: Game of Thrones S02-S07, After Earth, Spider-Man, Star Trek: Into Darkness, Fantastic Four, xXx, Hugo Cabret

08/2009 - 09/2009

Xybris Interactive, Berlin
3D Artist Freelancer, Generalist

04/2008 - 09/2008

Realtime Technology AG, Munich
Lighting / Shading Trainee



AWARDS.

2016

VES Nomination
Game Of Thrones "Mother's Mercy" (Team Member at Pixomondo)

2014

PRIMETIME EMMY AWARD, Outstanding Visual Effects
Game Of Thrones "The Children" (Team Member at Pixomondo)

2013

PRIMETIME EMMY AWARD, Outstanding Visual Effects
Game Of Thrones "Valar Dohaeris" (Team Member at Pixomondo)

2012

PRIMETIME EMMY AWARD, Outstanding Visual Effects
Game Of Thrones "Valar Morghulis" (Team Member at Pixomondo)

2012

ACADEMY AWARD, Best Achievement in Visual Effects
Hugo Cabret (Team Member at Pixomondo)

HOBBIES & INTEREST

