

**SKILLS** PIPELINE ENGINEERING AND DEVELOPMENT • PROGRAMMING • SUPERVISION • TECHNICAL DIRECTION • PROBLEM SOLVING • TECHNICAL RIGGING AND ANIMATION  
 LIGHTING • RENDERING • SHADING **SOFTWARE & CODING** MAYA • V-RAY • MENTALRAY • NUKE • SHOTGUN • SHOTGUN TOOLKIT • LINUX • WINDOWS • HOUDINI  
 JIRA • BITBUCKET • CONFLUENCE • PHOTOSHOP • AFTER EFFECTS • PYTHON • MEL • C++ • PYMEL • PYQT/PYSIDE • MAYA-API • GIT • SVN • SHELL

|                                                                                     | Project                                                            | Production Studio<br>Client / Brand                               | Task                                                                                                    | Software          |                                                                                       |
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|    | Brandportal Spots -<br>Audi A4                                     | Pixomondo Studios<br>Audi AG                                      | Rigging<br>Animation<br>Pipeline<br>Additional lighting<br>Rendering                                    | Maya<br>V-Ray     |    |
|   | Animated Feature -<br>"The Sandman and the<br>Lost Sand of Dreams" | scopas medien AG<br>rbb, MDR, NRD, KI.KA,<br>Amuse Films S.A.R.L. | Lead technical direction<br>R & D and scripting<br>Rigging<br>Particle effects<br>Rendering<br>Lighting | Maya              |   |
|  | Animated TV-Show -<br>"Jonalu"                                     | scopas medien AG<br>ZDF                                           | Rendering<br>Tree creation<br>Additional lighting<br>Shading<br>R & D and scripting                     | Maya<br>MentalRay |  |

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|    | Animated Feature -<br>"Der kleine Rabe Socke<br>- Gemeinsam bin ich<br>stark"                                | Pixomondo Studios<br><br>Akkord Film Produktion<br>GmbH, Studio 88 | Rendering<br>Render-Pipeline                                                                                           | Maya                  |    |
|   | Imagefilm -<br>"Porsche Panamera<br>S E-Hybrid"                                                              | Pixomondo Studios<br><br>Dr. Ing. h.c. F. Porsche<br>AG            | Rigging<br>Animation<br>Cinematography<br>Procedural-Modeling<br>Modeling                                              | Maya                  |   |
|  | TV Spot -<br>"Scoyo.de"<br><br><b>Award</b> - 3. Internation-<br>ales Eyes & Ears Trailer-<br>festival, 2011 | visavis Filmproduktion<br><br>SuperRTL                             | CG supervision<br>Rigging<br>Additional modeling<br>Rendering<br>Pipeline & scripting<br>Shading<br>On-set supervision | Maya<br>After Effects |  |

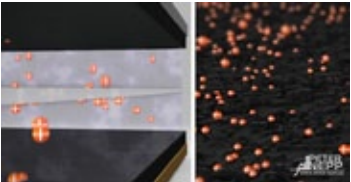
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|    | Imagefilm -<br>"Porsche Cayman"                                                                               | Pixomondo Studios<br>Dr. Ing. h.c. F. Porsche<br>AG | Rigging<br>Animation<br>Procedural-Modeling            | Maya     |    |
|   | Short Movie - one of<br>the three nominees<br>of the <b>Berlin Today<br/>Award</b> 2007 -<br>"The Woolen Hat" | QuadrigaFX<br>Zero Fiction Film                     | Toon shading/look<br>Environment modeling<br>Rendering | Maya     |   |
|  | Intro/Ad -<br>"Diamantstern.TV"                                                                               | QuadrigaFX<br>DiamantStern.TV GmbH                  | Facial setup                                           | Maya     |  |

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|    | TV Spots -<br>"Emmi Caffè Latte"           | FXFACTORY<br>postproduction<br><br>Emmi Deutschland GmbH | Rigging<br>Animation<br>Shading<br>Rendering<br>Pipeline          | Maya<br>MentalRay                       |    |
|   | Music Video -<br>"Gris feat. Boba Fettt"   | edit entertainment<br>Berlin                             | Marker removal                                                    | Fusion                                  |                                                                                       |
|  | Web Configurator -<br>"BMW 5er Visualizer" | Pixomondo Studios<br>BMW AG                              | Pipeline development<br>in automated scene assembly and rendering | Maya<br>Nuke<br>Shotgun<br>Python/PyMel |  |

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|    | Video Panorama -<br>"Otto Multimediawand"                     | visavis Filmproduktion<br>Otto Group | Animation<br>Composting                                                                   | 3ds Max<br>After Effects |    |
|   | Intro for a internet Gam-<br>ing Show -<br>"Punk Rock Gaming" | burnster.de                          | All visual elements and<br>concepts except logo<br>design                                 | Maya<br>After Effects    |   |
|  | Imagefilm -<br>BASF - "Li-Ion Battery"                        | visavis Filmproduktion<br>BASF       | All visual elements,<br>except car modeling,<br>some motion graphics<br>and tree drawings | Maya<br>After Effects    |  |

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|    | TV Spot -<br>Finish / Calgonit                | Pixomondo Studios<br>Reckitt Benckiser | Rigging<br>Animation (Tab & Fan)<br>Pipeline        | Maya<br>V-Ray                    |  |
|   | Imagefilm -<br>BASF - "Smart 4 Vision"        | Visavis Filmproduktion<br>BASF         | Head of 3D<br>Additional compositing                | Maya<br>3ds Max<br>After Effects |                                                                                     |
|  | Webanimation -<br>BMW "Efficient<br>Dynamics" | Pixomondo Studios<br>BMW AG            | Rigging<br>Animation<br>Cinematography<br>Rendering | Maya<br>V-Ray                    |                                                                                     |



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|    | Diploma thesis about cloth in computer graphics | Educational Project<br>TFH-Berlin   | Cloth-Dynamics<br>Cloth-Modeling<br>Shading<br>Rendering<br>Compositing                        | Maya<br>Maya's nCloth<br>After Effects |   |
|   | Showroom Imagefilm - Audi A4                    | Pixomondo Studios<br>Audi AG        | Rigging<br>Animation<br>Pipeline<br>Additional lighting<br>Additional compositing<br>Rendering | Maya<br>V-Ray<br>Nuke                  |  |
|  | Animated TV-Show - "Jonalu"                     | scopas medien AG<br>ZDF             | Rendering<br>Tree creation<br>Additional lighting<br>Shading<br>R & D and scripting            | Maya<br>MentalRay                      |                                                                                      |