

## objective

To work in a team of character animators dedicated not only to breathe life into the character but also create the nuances, gestures, distinct movements and acting performances that will make the audience believe that the character is actually alive.

## education

2006 - 2008	<b>Animation Mentor</b> <i>Certificate in Advanced Character Animation</i> <a href="http://www.animationmentor.com">www.animationmentor.com</a>	Berkeley, USA
2003	<b>discreet</b> <i>Certificate 3dsmax Instructor</i> <a href="http://www.autodesk.com">www.autodesk.com</a>	Vienna, Austria

## professional experience

2010 - present	<b>Ulysses Filmproduction</b> <i>freelancer</i>	Bremen, Germany
2008 - 2010	<b>Ambient Entertainment</b> <i>contract employee</i>	Hannover, Germany
2008	<b>SAE Institute</b> <i>tutor for advanced animation</i>	Vienna, Austria
2001 - present	<b>MKFX</b> <i>freelancer</i>	Graz, Austria
2007	<b>Framestore CFC</b> <i>contract employee</i>	London, UK
2001 - 2006	<b>Imagination</b> <i>permanent employee</i>	Vienna, Austria
1999 - 2000	<b>Animated Arts</b> <i>permanent employee</i>	Graz, Austria

At Ambient Entertainment and at Framestore I worked as a junior character animator for feature film and TV shows. At all the other companies I had a wide job range from design, modeling, texturing, lighting, animating, post production and teaching to managing projects and leading small teams.

## software

Maya, 3dsmax, Photoshop, Fusion, Premiere Pro, Final Cut Pro  
Comfortable in Windows, OS X and Linux environment.

# résumé