

objective

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

education

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

professional experience

2010 - 2010	Ulysses Filmproduction <i>Legends of Valhalla: Thor, Feature Film</i>	Bremen, Germany
2009	Eurocom Entertainment Software <i>Ice Age 3, Game Cut Scenes</i>	Derby, UK
2008 - 2010	Ambient Entertainment <i>Animals United, Feature Film</i>	Hannover, Germany
2008	SAE Institute <i>tutor for advanced animation</i>	Vienna, Austria
2001 - present	MKFX <i>freelancer, general</i>	Graz, Austria
2007	Framestore CFC <i>Primeval, TV Show</i>	London, UK
2001 - 2006	Imagination <i>permanent employee, general</i>	Vienna, Austria

With Ulysses I worked as character animator, at Ambient Entertainment and Framestore as a junior character animator for feature film and TV shows. At all the other companies I worked in various fields ranging from design, modeling, texturing, lighting, animating, post production and teaching to managing and leading small teams.

software

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

résumé