



EXPERIENCE

- Jan 2016 - June 2016 **Blur Studio** - Culver City, CA - Intern
- Modeling, texturing and lookdev for assets and environment destruction
 - Set up, lit, rendered and composited shots for feature film and commercials
 - Sent assets through quality control and worked with a team in scene assembly pipeline
- Jan 2011 - May 2013 **Pixcube Animation Studio** - Berg, TG, Switzerland - Intern (1 year) / Generalist
- Created several rigged characters with assets and hair simulation for commercials
 - Lit scenes, added visual effects and composited final shots for TV and internet
 - Shaded and lit industrial machines for photorealistic renderings

EDUCATION

- July 2014 - July 2016 **Gnomon School of Visual Effects, Games + Animation** - Hollywood, CA
Modeling and Texturing, G.P.A.: 4.1
- July 2013 - May 2014 **Ringling College of Art & Design** - Sarasota, FL
Game Art & Design, President's List G.P.A: 3.7

SOFTWARE/SKILLS

Maya, 3ds Max, ZBrush, Mudbox, Photoshop, Mari, V-Ray, Nuke, After Effects, Python, MEL
Modeling, Texturing, Lookdev, Lighting, Rendering, Compositing, Rigging, Scripting

AWARDS AND PUBLICATIONS

- July 2014 - July 2016 **Gnomon School of Visual Effects, Games + Animation**
2 Grand Prize
7 Best of Term
- March 2016 3D World Artist Showcase
December 2015 3D Total Artist and Student Interview
- 3D Total Galleries**
November 2015 Sea Creature
October 2014 Dead Space 3 Interior

PERSONAL

- 2013 Ran two three-hour workshops about game development in the Unity Engine and Blender at the Mannheim University of Applied Sciences.
- 2009 - 2012 Co-founder of the German speaking Blender club to support the software's community and helped organize the BlenderDay for 50 people in Germany 2009 - 2012 and ran workshops.