

EDUCATION

- 2002-2007 Filmakademie Baden-Württemberg
 diploma 27.03.07
- 2001-2002 SWR Baden-Baden
 employed as a sound engineer
- 1999-2001 AVI GmbH in Karlsruhe & SWR Baden-Baden
 Apprenticeship Media Designer
- 1998-1999 VIVATECH GmbH
 Internship 3D Asset Creation
- 1998 Technisches Gymnasium Rastatt
 Abitur (general qualification for university entrance)

SOFTWARE

3D: Lightwave 3D, basics in: Maya, 3Dmax, XSI, Cinema 4D
2D: Photoshop, AfterEffects, basics in: Fusion, Shake
Utilities: PFTrack, Realflow, basics in: boujou, Syntheyes,

NATIONALITY german

DATE OF BIRTH 02.02.1979

WORK EXPERIENCE

2008

digi mice GmbH

Animation, Shading, Lighting, Rendering
"T-Systems - F1: Singapore"

brainPets GmbH

Compositing, Rendering "GASAG Bear"

2007

SWR

Fluid Dynamics "Tatort: Der Kormorankrieg"

SCHRODER

Shading, Rendering, Compositing "Hand"

MIROMAR ENTERTAINMENT GmbH

Modelling, Texturing, Lighting, Animation
Rendering, Compositing "Prisoners of the Sun - Title"

Nine2one [TOP21]

Visualization "TrekStor Booth IFA"

2006

Filmakademie Baden-Württemberg

Animation, Particles, Lighting, Shading
Rendering, Compositing "adidas - Nike (goddess)"

MIROMAR ENTERTAINMENT GmbH

Motion Graphics "Siemens - Ameise"