

Curriculum Vitae

Personal data:

Date of birth: 25.06.1984
Nationality: Germany
Place of birth: Würselen-Bardenberg
Marital status: Single, no children



Work experience:

- Currently: Freelance 3D-Artist
- Further training and integration of AI into 3D-, video-, and image-workflows
 - Creation of 3D-models, textures and 3D-animations
 - Preparation and optimization of 3D-assets and textures for various types of applications (e.g. animations, VR)
 - 3D-data conversions, lighting, rendering and compositing tasks as well as video and image editing
- 08/2020-10/2024: TEMA AG
3D-Developer
- Creation of 3D-models, textures and 3D-animations
 - Preparation and optimization of 3D-assets and textures for various types of applications (e.g. animations, VR)
 - 3D-data conversions, lighting, rendering and compositing tasks as well as video and image editing
 - Development of individual technical solutions and initial experience with AI-based approaches for workflow optimization
- 07/2018-08/2020: Freelance 3D-Artist
CGIDEA, dSpace, DFIGN, CCS Designs, SAYM Mobility GmbH, Ground Studios
- Creation of 3D-models, textures and 3D-animations
 - Preparation and optimization of 3D-assets and textures for various types of applications (e.g. animations, advertisements, VR)
 - Creation, updating and recreation of existing 3D-animations
 - 3D-data conversions, lighting, rendering and compositing tasks as well as video and image editing
 - XML-shader coding
 - Familiarization with project-specific software and workflows
- 01/2018-07/2018: Kemweb
Junior 3D-Artist
- Creation of 3D-models, textures and animations
 - Conception and assembly of VR applications
 - Lighting, rendering, motion tracking and compositing tasks
 - Preparation of 3D-models for 3D printing

Further training:

- 06/2025: AI. VFX & Animation
IFS; Cologne
- 03/2025+04/2025: Classic project management
IHK; Online course
- 03/2025: AI in video production
School of Media; Leipzig

Vocational training:

- 09/2014-09/2015: University of Bradford
Master of Science; Course: Adv. Computer Animation & VFX
- 09/2012-07/2013: University of Bradford
Bachelor of Science; Course: Computer Animation & VFX
- 08/2010-07/2012: MHMK, Location Stuttgart
Media Assistant for Digital- and Print media; Course: Digital Media Designer

School education:

- 09/2005-06/2007: BBS Neustadt an der Weinstraße
Technical College Entrance Qualification

IT skills:

- Maya, Photoshop, Illustrator, AfterEffects, Premiere
Many years of experience
- Substance Painter
Very good knowledge
- Unreal Engine, Nuke, ChatGPT, GitHub, InDesign, 3DsMax
Good knowledge
- ComfyUI, Fluxgym, Midjourney, Luma DreamMachine, KlingAI, RunwayML, Suno, MoveAI, Substance Sampler, Spatial, Twinmotion, Substance Stager
Basic knowledge
- Cinema4D, Unity, VRED, zBrush, Mudbox, SynthEyes
Project-related training and use

- Language skills:** English fluent, German mother language

- Driving licence:** B