

OBJECTIVE | Learn. Create. Smile. Repeat.

SKILLS	+++ Rigging & CFX	SOFTWARE	+++ Maya	++ Photoshop
	+++ Python		++ Git/Stash	++ Premiere
	++ 3D Modeling & Sculpting		++ zBrush	++ After Effects
	+ C#, C++		+ Blender	+ Illustrator
	+ Texturing, Shading & UV		+ Unity	+ Shotgun
	+ Animation			

EDUCATION | **Vancouver Film School**, Vancouver (Canada)
DIPLOMA WITH HONORS: 3D ANIMATION & VISUAL EFFECTS (2014)

ETH, Zurich (Switzerland)
BACHELOR DEGREE: MECHANICAL ENGINEERING (2013)

HSG, St. Gallen (Switzerland)
ASSESSMENT: MICRO/MACRO ECONOMICS & BUSINESS (2009)

EXPERIENCE | **Creature Lead**, DNEG Vancouver
NOV 2018 – CURRENT

Creating setups and rigs for characters (body, costume, face), vehicles and props.
Movies: Togo, Venom: Let There Be Carnage

Creature TD, DNEG (first 8 months in London, then in Vancouver)
JAN 2016 – NOV 2018

Creating rigs for characters (body, costume, face), vehicles and props.
Movies: Alita: Battle Angel, Wonder Woman, Deadpool 2, The Meg, The Mummy

3D Generalist, pixelmolkerei (Switzerland)
JAN 2015 – DEC 2015

Created animations/visualizations for various companies.

Freelancing as Filmmaker (Switzerland)
NOV 2012 – AUG 2013

Created ads for various companies. Responsible for idea, look development & realization.

Teaching Assistant in Mechanics, ETH Zurich (Switzerland)
SEP 2011 – SEP 2013

Taught classes of 25-30 students the fundamentals of mechanics.

Youth Teacher, Projektlabor (Switzerland)
NOV 2010 – DEZ 2012

Taught adolescents the fundamentals of filmmaking & assisting them in their own projects.

ACHIEVEMENTS | **CG Student Awards 2015**, 2nd place - [Demoreel "APEX"]
SMPTE Student Film Festival 2015, official selection - [Demoreel "APEX"]
Slam Movie Night 2009, 1st place - [Shortfilm "Whim"]

INTERESTS | Sports, crafting, science, cooking, random acts of kindness and senseless acts of beauty.

REFERENCES | Available upon request.