

Curriculum Vitae

About

Date of birth 18.06.1981
Nationality German
Marital status single
Location Munich



Education

till 2002 high school diploma at Oskar-Maria-Graf-Gymnasium High School,
Neufahrn b. Freising, Bavaria, Germany

since Oct. 2002 study at Merz Akademie (University of Applied Sciences) Stuttgart
Course of Communication Design

July 2006 graduation as Dipl. Designer (FH)

Career

2001-2002 part-time internship at kbp Beratende Ingenieure Architects' Office, Munich,

since 2003 3D/VFX artist for productions of Merz Akademie Stuttgart, Filmakademie,
Baden-Württemberg, Black Mountain GmbH, augner Designbüro Munich,
Hackermovies Stuttgart,

2004/2005 student internship at Black Mountain GmbH, field of 3D,

2005 student internship at Hackermovies, fields of 3D and compositing,

07/2006 - 08/2008 freelancer for unexpected GmbH Stuttgart, prestigefilm GmbH,
ScanlineVFX GmbH Munich and div. artists,

09/2008 - today permanent employee at ScanlineVFX GmbH Munich, field of FX.

Programme skills

excellent: 3ds max (incl. misc. tools), Vray, Particle Flow, Thinking Particles, Afterburn,
FumeFX, Pyrocluster, Photoshop

very good: After Effects, Premiere, Illustrator, InDesign, QuarkXpress

knowledge in: Flowline, Dreamscape, matchmoving (Boujou),
compositing & 2D-tracking/stabilizing (After Effects)

basics in: Maya, Shake, Fusion, MaxScript

Hobbies

civil aviation, flying & travel, cinema, movies, photography,
swimming & water polo

Memberships

Member of OpenBC/Xing, also of different VFX and 3D communities

Languages

German, English, Bulgarian (native), some Russian