



⚙️ WORK HISTORY

- 📅 JAN 2022 – CURRENT @ Unity (Vancouver)
Senior Graphics Developer
 Working on realtime, hyper realistic human faces and coordinating on-stage work.
 Mostly involved in the development of tools & standards.
- 📅 AUG 2021 – JAN 2022 @ Ziva Dynamics (Vancouver)
Rigging TD Generalist
 Working on realtime, hyper realistic human faces.
 Heavily involved in the development of tools & standards.
 Main responsibilities: Head stabilization & 3D eye tracking.
- 📅 NOV 2018 – JUL 2021 @ DNEG (Vancouver)
Creature Lead
 Creating setups & rigs for characters (body, costume, face), vehicles & props.
 Heavily involved in the development of tools & standards.
 Movies: Togo, Dune, Venom: Let There Be Carnage
- 📅 JUN 2020 – FEB 2021 @ Think Tank (Vancouver)
Rigging Mentor
 Mentoring a rigging student with his final project.
- 📅 JAN 2016 – NOV 2018 @ DNEG (London & Vancouver)
Creature TD
 Created rigs for characters (body, costume, face), vehicles and props.
 Movies: Alita: Battle Angel, Wonder Woman, Deadpool 2, The Meg, The Mummy
- 📅 JAN 2015 – DEC 2015 @ pixelmolkerei (Switzerland)
3D Generalist
 Created animations/visualizations for various companies.
- 📅 NOV 2012 – AUG 2013 @ (Switzerland)
Freelance Filmmaker
 Created ads for various companies. Responsible for idea, look development & realization.
- 📅 SEP 2011 – SEP 2013 @ ETH Zurich (Switzerland)
Teaching Assistant in Mechanics
 Taught classes of 25-30 students the fundamentals of mechanics.
- 📅 NOV 2010 – DEZ 2012 @ Projektlabor (Switzerland)
Youth Teacher
 Taught adolescents the fundamentals of filmmaking & assisting them in their own projects.

🎓 EDUCATION

- 📅 2013 - 2014 @ Vancouver Film School, Vancouver (Canada)
Diploma with honors: 3D Animation & Visual Effects
- 📅 2009 - 2013 @ ETH, Zurich (Switzerland)
Bachelor Degree: Mechanical Engineering
- 📅 2008 - 2009 @ HSG, St. Gallen (Switzerland)
Assessment Year: Micro/Macro Economics & Business

SKILLS

CG

- Rigging
- CFX
- Modeling & UV
- Sculpting
- Texturing
- Shading
- Animation

3D Software

- Maya
- Unity
- zBrush
- Blender

Software & Tools

- Git/Stash
- Photoshop
- Premiere
- After Effects
- Illustrator
- Office

</> Programming

- Python
- C#
- C++
- Web(HTML/CSS...)

Operating & Cloud Systems

- Windows
- Linux
- AWS

Languages

- German
- English
- Spanish
- French

ACHIEVEMENTS

- 🏆 Viral YouTube video 2023
1.5Mio+ views ["VR Proposal"]
- 🏆 CG Student Awards 2015
2nd place [Demoreel "APEX"]
- 🏆 SMPTE Film Festival 2015
Official selection [Demoreel "APEX"]
- 🏆 Slam Movie Night 2009
1st place [Shortfilm "Whim"]

INTERESTS

Engineering Crafting Sports
Woodworking Webdevelopment
Science 3D printing Cooking
Electronics Gamedevelopment