

MARIO ANGER

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- 3D Generalist/Modeller with focus on characters design -

PROFESSIONAL EXPERIENCE

- | | |
|------------------|--|
| 2016-2017 | <i>Method Studios, Vancouver, Canada</i> <u>Visual Effects Artist</u> Modelling/Texturing for " King Arthur: Legend of the Sword ", Modelling/Texturing for " Spider-Man: Homecoming " |
| 2016 | <i>Double Negative Visual Effects, London, Great Britain</i> <u>3D Generalist</u> Modelling for " A Cure For Wellness ", Shotsculpting for " Geostorm " |
| 2015-2016 | <i>Rise Visual Effects Studios, Berlin, Germany</i> <u>Visual Effects Artist</u> Character modelling for " Captain America Civil War " (modelled: Scarlet Witch, Mercs, parts of Falcon) Hard surface modelling: lagoon buildings, props |
| 2015 | <i>Double Negative Visual Effects, London, Great Britain</i> <u>3D Modeller</u> Modelling and texturing for " Mission: Impossible 5 " Modelling for " Alice in Wonderland 2 " |
| 2014 | <i>Katapult Filmproduktion GmbH, Berlin, Germany</i> <u>3D Character Designer</u> Creature design for a sci-fi serial teaser |
| 2013-2014 | <i>SIXMOREVODKA Studio GmbH, Berlin, Germany</i> <u>3D Character Artist, Modeler</u> Character development, sculpting, texturing (movie and game projects) |

EDUCATION

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|------------------|---|
| 2006-2011 | <i>Academy for Film and Television, Babelsberg, Germany</i> Diplom Animation Director (equiv. to master's degree) Thesis: Anatomy developed for 3D creatures in VFX movies |
| 2003-2005 | <i>BSZ e.o. plauen</i> Apprenticeship as Media Development Assistant |

TRADITIONAL SKILLS

strong drawing skills
human / animal anatomy and proportion
color theory and composition

TUTORIALS

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|--------------------|---|
| 2015 | <i>3dtotal</i> <u>3D Modeller/Sculptor</u> "Anatomie for 3D Artists" Step by step tutorial for modelling a female figure |
| 2016 + 2017 | <i>3dtotal</i> <u>3D Modeller/Sculptor</u> "Anatomy of the human head" |

WORKSHOPS

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| 2013 | Digital Figure Sculpture Course by Scott Eaton |
| 2013 | 3D Creature Sculpting Course by Bryan Wynia |
| 2012 | Facial Anatomie Course by Scott Eaton |

SOFTWARE-KNOWLEDGE

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|-------------------------|-------------------------|
| Autodesk Maya | Autodesk Zbrush |
| Luxologic Modo | Autodesk Mudbox |
| Adobe Photoshop | Marvelous Designer |
| Unfold3D | The Foundry Mari |
| The Foundry Nuke | UVLayout |
| Marmoset Toolbag | Isotropix Clarisse |

LANGUAGES

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|----------|---|
| German: | native language |
| English: | speak fluently and read/write with high proficiency |