

MARIO ANGER

455 Abbott Street, V6B 2L2 Vancouver

Phone (DE): +49 (0) 177 31 68 242

Phone (CA): +1 778 788 9552

www.marioanger.com

mail@marioanger.com

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

PROFESSIONAL EXPERIENCE

2016-today

Method Studios, Vancouver, Canada

Visual Effects Artist

Modelling/Texturing for "**New Mutants**",
Modelling/Texturing for "**Justice League**",
Modelling/Texturing for "**King Arthur: Legend of the Sword**",
Modelling/Texturing for "**Spider-Man: Homecoming**"

2016

Double Negative Visual Effects, London, Great Britain

3D Generalist

Modelling for "**A Cure For Wellness**",
Shotsculpting for "**Geostorm**"

2015-2016

Rise Visual Effects Studios, Berlin, Germany

Visual Effects Artist

Character modelling for "**Captain America Civil War**"
(modelled: Scarlet Witch, Mercs, parts of Falcon)
Hard surface modelling: lagoon buildings, props

2015

Double Negative Visual Effects, London, Great Britain

3D Modeller

Modelling and texturing for "**Mission: Impossible 5**"
Modelling for "**Alice in Wonderland 2**"

2014

Katapult Filmproduktion GmbH, Berlin, Germany

3D Character Designer

Creature design for a sci-fi serial teaser

2013-2014

SIXMOREVODKA Studio GmbH, Berlin, Germany

3D Character Artist, Modeler

Character development, sculpting, texturing
(movie and game projects)

EDUCATION

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

TRADITIONAL SKILLS

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

TUTORIALS

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

WORKSHOPS

- 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

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

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