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Profile

I am an experienced and passionate lighting artist with previous experience in commercials, CG music videos and animated series. I love the combination of visual storytelling and technical problem solving in this role.

I am patient and can work well with given art direction. While I love the visual tasks I do not shy away of technical challenges, utilising both the technical knowledge of my programming heavy bachelor studies and visual development focus during my masters.

Software



I have primarily used Maya, Redshift and Nuke on previous roles. I use Blender and Natron on personal projects and love speeding up my workflow through minor scripting tasks.

Education

2016 - 2018
Digital Arts, MA
University of Applied Sciences
Upper Austria, Hagenberg

2013 - 2016
Media Technology and Design,
BSc
University of Applied Sciences
Upper Austria, Hagenberg

Languages

English | Professional working proficiency
German | Native proficiency
French | Elementary proficiency

Other Interests

Gouache painting, sewing and mending clothes, costume crafting, climbing and hiking

Experience



Mid/Senior Lighting and Compositing Artist

BLUE ZOO | London, UK | since Mar 2021

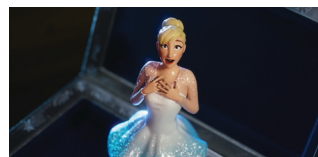
Episodic lighting and comp on 'Big Tree City', initially on a mid, later on a senior role, expected contract end Oct 2021



Junior Lighting and Compositing Artist

BLUE ZOO | London, UK | Jan 2020- Mar 2021

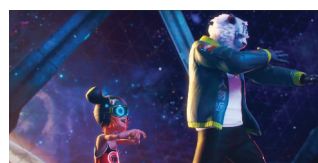
Title sequence and episodic lighting and comp on 'The adventures of Paddington'
Episodic lighting and comp on 'Pip & Posy'



Lighting and Compositing Artist

AARDMAN | Bristol, UK | Freelance | Oct - Dec 2019

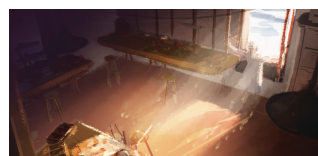
Multiple short term commercial projects, lighting on live action and CG hybrid shots and lighting and compositing on full CG productions.



Lighting and Compositing Artist

RED KNUCKLES | London, UK | Freelance | Mar - Jul 2019

Lighting and compositing on two music videos for the virtual Chinese band Rich Boom and on a Peperami spot



Visual Development Intern

SALON ALPIN | Vienna, AT | Mar - Jun 2016

Preproduction for multiple projects, including a stop motion commercial for Mont Blanc and cutscenes for the iOS game 'Old man's journey'.

Goals

I am looking for my next challenge in a mid to senior lighting role, ideally in short form animation or CG feature. I will be available from November 2021.