

## Daniel Rath

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## Curriculum Vitae

### WORK

#### **July 2010 - December 2012**

3D Artist at Screen Scene VFX, Ireland.  
working on „Last Days on Mars“  
responsible for Modeling, Texturing and Shading of 2 hero vehicles.

#### **Mai 2010 - June 2012**

several Freelance Jobs as 3D-Generalist at Berlin based Companys. Mostly Motion Graphics and advertisement  
Companys examples: Uncle, Dyrdee, Peppermill, Karakter Concept

#### **Decemeber 2010 - April 2011**

3D Generalist at Screen Scene VFX, Ireland  
working on „Game of Thrones“

#### **April 2010 - August 2011**

3D Generalist / Compositor at Morro Images, Germany  
working on „Bridges, The Movie“

## EDUCATION

### 2007 - 2011

Student at the "Media Design Hochschule" in Berlin, Germany (former "The German Film School") -

study course "Digital Film Designer" (former "Digital Artist")

Bachelor of Arts in spring 2011.

### 2007

Finished secondary school with a certificate of having passed the Abitur (= German university entrance qualification).

## ACADEMIC PROJECTS

Bachelor Thesis about Skin Shading in Maya with Vray and Mental Ray

„Energie 2050“ - Animation Project

- Modeling, Lighting, Shading and Rendering

„Circle“ - Musicvideo, Team Leader, 4th term

- Managed a team of 9 classmates in the creation of a short.
- Compositing (Keying, Roto, Integration of 3d-Objects), FX (smoke), Modeling

„Luciferin“, Team Leader, 3th term

## Skills

### SOFTWARE KNOWLEDGE

Advanced:

Maya, Mental Ray, Zbrush, Cinem4D, 3dsMax, Vray Photoshop, Fusion, Final Cut, Nuke, Topogun

Basic:

FumeFX, Krakatoa, Nuke, PFTrack

### Personal Skills

- highly motivated with an enthusiasm and passion for CGI
- special interest in problem-solving
- enjoy working on team projects and sharing creative ideas
- interested in learning new techniques/software and sharing knowledge
- Photography