Daniel Rath

10247 Berlin
Pettenkoferstrasse 2a
Germany

mobile: +49 176 / 21 52 66 33
mail: index@crustedink.com
website: htttp://www.crustedink.com
Showreel: https://vimeo.com/204796631
LinkedIn: http://de.linkedin.com/pub/daniel-rath/27/722/997

Curriculum Vitae

extract of WORKEXPERIENCE
(worked on some smaller projects like tvs, images spots etc. that are not mentioned here)

January 2017 - March 2017
CG-Supervisor at RISE FX, Berlin
working on "Fast and The Furious 8"
responsible for Modeling, Texturing, Shading and Rendering of a sequence.

September 2015 - April 2016
3D Artist at Screen Scene VFX, Ireland.
working on "Black Sails Season 4"
responsible for Modeling, Texturing, Shading and Rendering of a set extension.

September 2015 - April 2016
CG-Lead at RISE FX, Berlin
working on "Richard the Stork"
responsible for Modeling, Texturing, Shading and Rendering of several sequences.

June 2015 - August 2015
3D Artist at RISE FX, Berlin
working on "Captain America: Civial War"
responsible for Modeling, Texturing and Shading of several hero assets.

March 2014 - Juni 2014
3D Artist at RISE FX, Berlin
working on "The Man From U.N.C.L.E"
responsible for Modeling, Texturing and Shading of several hero assets.

February 2014 - March 2014
CG-Lead at Dyrdee Media, Berlin
working on two TVCs

October 2013 - November 2015
lecturer at "Hochschule der populären Künste" for "Post Production"

July 2012 - 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 advertisment.
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-Intern 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
(= equivalent to A level).

Skills

SOFTWARE KNOWLEDGE
Advanced:
Maya, Mari, Vray, Nuke, Zbrush, Houdini, Substance Designer, Mental Ray, Cinem4D, 3ds-Max, Photoshop, Fusion, Final Cut,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

RECOMMENDATION
(EXTRACT FROM LINKEDIN)

Florian Gellinger
Owner, RISE | Visual Effects Studios

„Daniel is a really nice guy, the type you'd want to have a beer with. And not only that - he is modelling 3D objects faster than lightning. He has an amazing eye analyzing photographs for scale and depth and translates this into perfectly tidy and well shaped polys.
Daniel, we'll call you. Don't worry. There is no need for a recommendation on LinkedIn. You're way to good for that"

John O' Connell
3d Technical Director at Screenscene VFX

„I have worked with Daniel on two high end Film fx projects where he was a texture, modelling and lighting artist. On both projects Daniel had an extremely high attention to detail in his work and did everything in a very well thought out and flexible fashion. His methods allowed ease of making revisions without having to throw out and redo work which comes in very handy on tight deadlines. Daniel has very high standards for his work and is constantly learning new and smarter approaches. Above all else he's and extremely easy going and fun person to work with which is a must for the pressure often associated with film and commercials vfx work. I have no hesitation in recommending him to any company and hope to work with him again in future"

Wayne Robson
3D lead at Screen Scene VFX

„Daniel was both a pleasure to work with and carried out some very challenging modelling and texturing tasks on all the major hard surface assets for the film. He took direction well and always did what he was asked in both good time and with good humor.
He has some fantastic hard surface modelling and texturing skills and coped well with creating assets that did not have a locked down designs when he started.He was able to cope with this to the extreme satisfaction of all involved. Daniel is also a great guy and has a great sense of humor, it was great having him work in my 3D Dept and I look forward to the day when we may work together again sometime. I'm certain he has a very bright future ahead of him and I do not hesitate to recommend him in the highest terms."