

[Curriculum Vitae]

christian gloor

modeling & texturing

723 Tampines Street 72

#14-01

Singapore 520723

tel: +6583174124

mail: chris@cinereal.info

web: www.cinereal.info

[Work Experience]

June 2010 – Dec. 2010

Lucasfilm Animation Singapore B.V

Organic Modeling Apprentice

Trained in Maya and ZBrush

Modeling characters and assets for a digital feature film

July 2006 - May 2008

RCS Roll Care Systems AG

Project Engineer

Design and development of paper wrapping and handling systems

System administration

Product visualization and animation

Aug. 2000 - July 2004

3S Systemtechnik AG

Work experience in technical design

Design and development of cleaning robots and pumps

2002 - 2009

Freelance Web Designer

Design and scripting of various websites and online portfolios

[Education]

May 2009 - July 2009

VFS Festival Scholarship Program, B.C. CA

May 2008 - April 2009

Vancouver Film School, B.C. CA

(Graduated with honours)

Subjects: 3D Animation and Visual Effects

Nov. 2004 - April 2006

University of Applied Sciences, Windisch CH

Subjects: Computer Sciences

Aug. 2000 - July 2004

University Entrance Certificate CH

Subjects: Engineering, Technical Design

[Languages]

German (native language)

English (fluent)

French (basic knowledge)

[Knowledge]

3D Modeling

Creating hard-surface and organic models including environments, props and characters
High- and low-polygon modeling
Optimizing meshes for rigging and animation
Eight years of experience in different tools

Lighting / Shading

Creating light rigs for interior and exterior scenes
Optimizing lights and shaders to improve render quality and speed
Experience with MentalRay lights and shaders

Rigging

Rigs with IK and FK controllers
Creating face rigs and/or face shapes
Writing expressions to control deformers
Knowledge of the weighting tools

Texturing

Good painting skills
Efficient UV unwrapping to optimize texture sizes
Optimizing texture maps and shaders to get the requested look

Artistic

Creating functional and appealing designs and concepts
Optimizing existing designs
Eight years of experience in web design

Scripting

MEL, Java, PHP, JavaScript, CSS, XHTML

[Software]

3D Package

Autodesk Softimage, Autodesk Maya, Autodesk 3ds Max, Maxon Cinema4D

Sculpting / Texturing

Pixologic ZBrush, Autodesk Mudbox, Maxon Bodypaint3D

2D Package

Adobe Photoshop, Corel Painter, Adobe Fireworks, Adobe Flash

Rendering

MentalImage MentalRay, Maxon Advanced Render

Compositing

Adobe After Effects, Adobe Premiere, The Foundry Nuke

Engineering

Dassault SolidWorks, Autodesk Inventor, Autodesk AutoCAD

[References]

Available upon request.