

VFX ARTIST

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email:	michael.waltl@gmx.at		
homepage:	www.a-rea77.com		
date of birth:	07.08.1977		
nationality:	Austrian		
software:	Maya Softimage XSI PFTrack	Photoshop Illustrator 3D Equalizer	After Effects Shake Fusion
main skills:	FX animation (particle, rigid body, cloth, fluid) Lighting, 3D tracking, compositing		
experience:	<p>October 2008 - March 2009 at Trixter Film GesmbH (Munich, www.trixter.de) Lead 3D FX TD on Ninja Assassin Created particle and fluid effects with Maya and Realflow. 3D Matchmoving with 3D Equalizer. Lighting and rendering with Renderman.</p> <p>June 2008 - September 2008 at Double Negative (London, www.dneg.com) 3D Smoke FX Sequence Lead on James Bond - Quantum of Solace Particle and fluid effects in Maya.</p> <p>April 2008 - May 2008 at Pictorion das Werk (Munich, www.das-werk.de) FX TD on LASSA commercial Particle and fluid simulation in Maya.</p> <p>January 2007 - February 2008 at Double Negative (London, www.dneg.com) Lighting TD on Harry Potter and the Order of the Phoenix Lighting and rendering with Renderman and pre-compositing with Shake. FX TD on 10.000 BC Rigid body dynamics with Dynamite (Inhouse Tool), Cloth, particle and fluid sims with Maya. 3D Lead Artist on Cloverfield Rigid Body dynamics, cloth and particle simulation done in Maya. Lighting TD on Hellboy 2 Lighting and renderpipeline setup for toothfairy sequence.</p>		

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experience:**January 2005 - 2006 at Liga01 Computerfilm GesmbH**(Munich, www.liga01.de)

3D Generalist

Modelling, shading, lighting, animation with XSI

3D tracking with 3D Equalizer and PFTrack

Compositing with Shake and Fusion

- commercials (Dresdner Bank, MBC, Premiere, Peugeot, Schwäbisch-Hall)

September 2004 - October 2004 at FreshFX Media GesmbH(Salzburg, www.freshfx.at)

FX Fluid TD

Fluid simulation with Realflo

Shading and lighting with Maya and Mental Ray

- commercial (Braun)

September 2003 - February 2004 at Black Mountain GesmbH(Stuttgart, www.blackmountain.de)

3D Modeller and Animator

Modelling, texturing, animation setup and animation with Maya

3D tracking with Boujou

- A Sound of Thunder (Warner Bros. Movie)
- Disney Channel Trailer / Opener

1999 - 2000 at Sony DADC Salzburg

Technical Engineer

**teaching
experience:****2008 - 2009 Salzburg University of Applied Sciences and Technologies**(Salzburg, www.fh-salzburg.ac.at)

Teaching courses on visual effects and 3D animation

education:**2000 - 2004 Salzburg University of Applied Sciences and Technologies**

Main field of study: MultiMediaArt, Major: 3D Animation.

Degree: "Diplom-Ingenieur (FH) für MultiMediaArt"

1993 - 1998 School of Electronics and Telecommunication Engineering

at the HTL in Klagenfurt