

VFX Artist

James Bond - Quantum of Solace	Software: Maya, Shake, DNB (Inhouse Volumetric Renderer) FX Sequence Lead: creating smoke setups with particles and Maya fluids Simulations got rendered with DNB; additional FX like flames and sparks
Ninja Assassin	Software: Maya, Shake, Renderman, Mental Ray, 3D Equalizer FX Lead: creating underwater blood with Maya fluids rendered with Mental Ray; additional bubbles created as particles blood FX created with Realflow; splinter, sparks, embers, dust, all created with Maya particles and rendered with Renderman. Many shots I tracked myself with 3D Equalizer and I also did lighting work on weapons like shurikens, swords and chains.
10.000 BC	Software: Maya, Renderman, Shake, Dynamite (Inhouse Dynamics Tool) FX TD: modelling of scaffolding and stones for destruction animation of golden pyramid fx simulation for destruction of scaffolding, stone pyramid, debris, cranes, dust, ropes
Percy Jackson	Software: Maya, Nuke, 3D Equalizer, Mental Ray, Renderman FX Lead: creating fire and ember FX with Maya fluids and particles, rendered with Mental Ray and Renderman.
Cloverfield	Software: Maya, Renderman, Shake, Dynamite (Inhouse Dynamics Tool) FX Lead: fx simulation for breaking windows, sparks, cars foreground elements for bridge destruction, debris, boards, splinters, dust
Hellboy II	Software: Maya, Renderman, Shake Lighting Lead: creating light setup for auction house sequence. Lighting of toothfairies.
Percy Jackson	Software: Maya, Nuke, Mental Ray, Renderman FX Lead: creating the shading of the pearl with Maya and Mental Ray.
Harry Potter 5	Software: Maya, Renderman, Shake Lighting TD: lighting and render setup of Hall of Prophecy sequence
Arena	Software: XSI, Photoshop, Fusion, Shake 3D Generalist: camera and fx animation modelling and shading of stadium and logo compositing
Dresdner Bank	Software: XSI, Photoshop, Fusion 3D Generalist : modelling, shading, rendering of environment objects, particles for interaction with umbrella

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Premiere HD	Software: XSI, Photoshop, Shake 3D Generalist: modelling, shading, animation, lighting of logo, compositing
Peugeot	Software: XSI, Photoshop, Shake, 3D Equalizer 3D tracking of whole spot lighting of snake and fx animation (particles and rigid body)
MBC4 - Crime	Software: XSI, Photoshop modelling and texturing of gun
MBC4 - Ramadan	Software: XSI, Photoshop texturing, shading, lighting of flowers