

RESUME

EDUCATION

- September 2004 - May 2006 School of Visual Arts, New York, NY
Master of Fine Arts in Computer Art
- September 2000 - July 2004 University of Applied Sciences Darmstadt, Germany
Diploma in Media System Design

WORK EXPERIENCE

- September 2013 - Present **Character Development Supervisor, Blue Sky Studios, Greenwich, CT**
Overseeing character creation and implementation from the initial design to animation production from an aesthetic and technical standpoint
- January 2013 - August 2014 **Rigging Show Lead, Blue Sky Studios, Greenwich, CT**
Rigging Show Lead for „Peanuts“ (2015)
- June 2012 - August 2013 **Senior Character Technical Director, Blue Sky Studios, Greenwich, CT**
- January 2012 - January 2013 **Lead Character Technical Director, Blue Sky Studios, Greenwich, CT**
Creative lead for face rigs on „Rio 2“ (2014)
- May 2009 - May 2012 **Character Technical Director, Blue Sky Studios, Greenwich, CT**
Creating expressive, flexible and efficient rigs that allow animators to bring life to the characters in films like „Ice Age“: Building skeletons, setting up deformations and engineering control systems
- September 2006 - March 2009 **Lead Technical Director, Spans & Partner, Hamburg, Germany**
Character rigging, set supervision, development of pipeline tools, special effects, including water, cloth and particles
- January 2005 - May 2006 **Unix / PC Lab Assistant, School of Visual Arts, New York, NY**
Maintaining the MFA Computer Art network and intranet website and assisting the staff in all aspects of Computer System Administration
- February 2004 - June 2004 **3D Internship, ProSiebenSat.1 Production, Berlin, Germany**
3D animation and modeling with Lightwave in one of Germany's largest TV production houses
- August 2002 - February 2003 **3D Scanning Internship, Gentle Giant Studios, Burbank, CA**
3D scanning and preparing of 3D scans for toys and special effects
- October 2001 - July 2002 **Research Assistant, Computer Graphics Center (ZGDV), Darmstadt, Germany**
Modeling of low resolution characters for Virtual Reality purposes
- July 2001 - September 2001 **Programming Internship, IBM Hannover, Germany**
Development of Java-Applets and Java Server Pages

TEACHING

School of Visual Arts, New York, NY, USA (September 2017 - Present)

Instructor for courses Thesis I and II in the BFA Computer Art, Computer Animation and Visual Effects department

Filmakademie Baden Württemberg, Stuttgart, Germany (January 18th & 19th 2016)

2 day Graduate Seminar "Face Rigging & Advanced Rigging Concepts for Feature Animation"

AnimSchool, USA (July 2011 - July 2013)

Teacher for "Introduction to Rigging", as well as the creation of the syllabi for introduction, intermediate, and advanced rigging classes

School of Visual Arts, New York, NY, USA (2005)

Graduate Seminar in Maya (basic interface, modeling, lighting, rendering)

Bronx Community College (CUNY), Bronx, New York, USA (2005)

Portfolio discussion, Gallery talk

COMPUTER SKILLS

3D Animation: Rigging, Modeling

Software: Maya, XSI, Photoshop, Flash, InDesign, Office

Operating Systems: Windows, Linux, UNIX, Mac

Programming languages: Python, JScript, MEL, PHP, MySQL, HTML, C++

LANGUAGE SKILLS

German (native), English (fluent), French (advanced), Italian (basic), Japanese (beginner)

AWARDS, FELLOWSHIPS, AND GRANTS

2016	VES Award Nomination for „Outstanding Animated Performance in an Animated Feature“ on „The Peanuts Movie“
2008	Animago film festival award nomination for TVC CSOB „Coins“; Price of the Jury
2005-2006	MFA Computer Art Lab Assistantship, School of Visual Arts
2005	Fulbright Professional Enhancement Grant
2004	Fulbright Scholarship
2002	Scholarship of Carl-Duisberg-Gesellschaft, Germany

PROFESSIONAL MEMBERSHIPS

Member of the Visual Effects Society (VES)

Corporate Member of The International Animated Film Society, ASIFA-Hollywood

Professional Member of the Women in Animation International, Inc.

Member of the Fulbright Alumni E.V.