

RESUME

KATHRIN GÜNTHER
COMPOSITING ARTIST

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KATHRIN GÜNTHER

Bachelor of Arts in Media

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date of birth December 4th 1985
place of birth Laupheim
nationality german
marital status single



work experience

July 2014 - August 2014	Freelance Composer at Rise FX, Berlin
Mai 2014 - June 2014	Freelance Composer at FLAVOR3D, Munich
April 2014 - July 2014	Junior Composer at Pixomondo Images, Stuttgart
Mai 2013 - April 2014	Compositing Trainee at Pixomondo Images, Stuttgart
January 2013 - April 2013	VFX, Compositing and 3D at EslstWinter in Nürnberg, Bavaria
March 2011 - January 2013	2D/3D generalist at hi-studios, Erlangen, Bavaria, a mid-sized B-to-B agency (e.g. Siemens)
June 2011 - September 2011	Bachelor Thesis „New Home - Art Direction of the animated shortmovie with focus on Storytelling, Characterdesign and Lookdevelopment“
January 2010 - June 2011	Animated shortmovie “New Home” (Story, Art Direction, 3D-Graphics, Compositing)
February 2009 - Nov. 2009	Gametrailer „Timekeepers“ - animated shortmovie (Story, Art Direction, 3D Graphics, Gamedesign)
June 2008 - August 2008	Internship 2D/3D Graphics and VFX, hi-studios, Erlangen
February 2008 - May 2008	Internship (Editorial, Unit Manager, 2D/3D Graphics) south&browse TV Production, Munich

academic studies

April 2012	Bachelor of Arts in Media (1,2*)
March 2012	Bachelor Thesis (1,0*)
Sept.2006 - March 2012	Multimedia and Communications at University of Applied Sciences Ansbach, Bavaria Majors: “3D-Graphics“ „ and “TV-Journalism“
Sept. 2005 - August 2006	Mediadesign at University of Applied Sciences Schwäbisch Hall, Baden-Württemberg

*German Grade Average scale from 1,0 - 4,0, in university and 1,0 - 6,0 in school with 1,0 being best grade

during academic studies

Nov. 2006 - March. 2008	Member of University Cinema Club (showing movies every week at the university)
Okt. 2006 - February 2009	Member of the Students Council
Okt. 2007 - February 2009	University Sports Management at the Students Council
Okt. 2006 - May 2009	Editorial and Layout at the University magazine „fhacts“

education

August 2005	Abitur (GGA 1,9*) Gymnasium Isny (university entrance diploma)
1997-2005	Gymnasium Isny
1996-1997	Carl-Laemmle Gymnasium Laupheim

skills

IT-skills

Compositing/VFX		3D		2D Graphics	
Nuke	●●●●	Maxon Cinema 4D	●●●○	Adobe Photoshop	●●●●
TCL /Expressions	●○○○	Maxon Body Paint	●●●○	Adobe Illustrator	●●○○
Adobe After Effects	●●●○	Autodesk Maya	●○○○	Adobe InDesign	●●○○
operating system		Mari	●○○○	Office	●●○○
Windows	●●●○	Unity 3D	●●○○	Open Office.	●●○○
Mac	●●●○	Synth Eyes	●●○○	Microsoft Office	
Linux	●○○○				

personal abilities

Compositing	Concepts/ Scribbles	languages
Matte Painting	Concept development	german (native language)
3D Modelling	Storytelling	english (fluent, written and spoken)
Texturing	Storyboarding	french (basic knowledge)
2D/3D Animation	Characterdesign	
Motion Graphics	Environmen design	

interests

drawing, movies, reading, music, snowboarding, volleyball and beach-volleyball, scuba diving, travelling, video games, conversation, dancing, swimming, photography

about me

I am a 28 - year old Compositing Artist from southern Germany.

After my studies of Multimedia and Communications I found, VFX are my special favourites and started my career as a professional 3D- and VFX Generalist in 2011.

I have always been a highly visual person, always seeing things from an aesthetical point of view aiming to make incredible things become "reality".

Hence in 2012 I decided to specialize in Compositing.

During my studies I had the opportunity to work on some great projects and got to be independent in learning new things like software or working techniques. The best animated short film at my university in 2009, „Timekeepers“ (awarded during the university's movie night), was one of my main projects. Among other tasks I took the position of the Art Director and Producer and managed a team of 5 people. With my Bachelor Project, the shortmovie „New Home“ I even exceeded „Timekeepers“ in both the artistic and technical aspects.

I have about three years of experience working as a CG Artists, and nearly two years of professional Compositing experience in Nuke, both for feature film and commercial. I am familiar with TCL scripting and Expressions, as well as working in different Pipelines. Additionally i have experience with digital scribbles and concepts and continue to improve my skills in digital painting and matte painting.

For me, the creative work on a project has a much larger range than just the particular department i am working in. It is important to me to make sure every visual and contentual Element are of one piece, creating something bigger by being put together.

I am a realist on the job and an optimist for life. I know the person I want to be and where i want to go and how much i still have to learn. Integrity is really important to me, as well as good communication and form. I have an easy going nature and love to try new things, for example sports like snowboarding and scuba diving, preferably on adventure trips. I am also into travelling to cities, having cultural experiences and getting to know amazing people all over the world. I'm always in for foreign food and another cup of coffee. I like philosophy and intense conversations as well as music and art.

I am committed to CG because of my passion for fantasy and its possibilities and i want to do it on the highest level. I am quick at learning new software and becoming familiar with a new project. For myself as well as in a team, i am very ambitious and demanding, pushing possibilities and aims further with great attention to detail. I am well organized and like to encourage and motivate fellow team members. I am familiar with critical deadlines and the efficient creation of results within the budget, and so far have always been able to deliver in time.

With me, you get someone who is inspiring, fun, demanding and focused on the terms and needs of your projects with a really good eye for object integration, light and detail.