

Dirk Becker

Curriculum Vitae

Personal Information

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Date of Birth: 11/08/1976

Career Objective

I'm a 3D-Generalist / Technical Director with working knowledge in all areas of 3D-Production. I have advanced knowledge and experience in modeling, texturing, dynamics, simulation, lighting, rendering, compositing, MEL- and Python-scripting.
My ambition is to work in feature production or advertisement as a FX TD. I'd like to constantly develop my artistic and technical skills to produce the highest quality of visual effects.

Work Experience

10/2011 - 12/2011	3D-Generalist / FX TD at Axis Animation, Glasgow, UK	Lighting, Shading, Rendering, FX
09/2011 - 10/2011	3D-Generalist/Compositor at Swiss SE, Stockholm, Sweden	Lighting, Shading, Rendering, Animation, Compositing
06/2011 - 08/2011	3D-Generalist/Compositor at Sky Creative Services, Munich	Lighting, Shading, Rendering, FX, Compositing
05/2011 - 06/2011	3D-Generalist/Compositor for Oliver Schrott Kommunikation	Lighting, Shading, Rendering, Animation, Compositing
01/2011 - 03/2011	3D-Generalist/TD/Compositor at Kompost, Zurich, Switzerland	Lighting, Shading, Rendering, Particles, Cloth, Hair, Compositing
11/2010 - 12/2010	3D-Artist working for Multiblitz GmbH	Modelling, Animation, Lighting, Rendering, Compositing
09/2010 - 10/2010	FX TD at Sky Creative Services Munich, Germany	Modelling, Animation, Rigidbody- and Cloth Simulation, Rendering
06/2010 - 07/2010	3D-Artist working for Multiblitz GmbH	Modelling, Animation, Lighting, Rendering, Compositing
04/2010 - 05/2010	3D-Artist working for Jumpcuts	Modelling, Animation, Fur, Rendering
01/2010 - 02/2010	3D-Artist working for Camping Hohnen	Modelling, Animation, Lighting, Rendering
12/2009 - 01/2010	3D-Artist working for G&K GmbH	Modelling, Lighting, Rendering

10/2006 - 09/2009	3D-Artist / Technical Director Blanx 3D Animation Studio	Responsible for Modelling, Texturing Lighting, Rendering, Shader Writing, Effects Animation, Simulation, Match- moving, Compositing, MEL -, Python- Scripting, Set Supervision, Renderfarm Setup and Maintenance
10/2005 – 09/2006	Internship 3D Blanx 3D Animation Studio	

Education

09/2001 – 09/2005	FH Duesseldorf, (University of Applied Science)	Diploma Media Techiques
08/2000 – 06/2001	Berufskolleg Ulrepforte	Advanced Technical College Certification (GCSE)
04/1996 – 04/1997	Social Service ASB Burscheid	
09/1992 – 06/1995	Chemical Laboratory Worker Bayer AG Leverkusen	Apprenticeship

Skills

Software 3D: Maya, Houdini, Massive, Mudbox, Zbrush, Realfow, Syflex Cloth,
Shave and a Haircut, Renderman, 3Delight, Mental Ray, VRay, Final Render,
Boujou, PFTrack

Software 2D: Nuke, Toxik, Combustion, Photoshop, Illustrator, After Effects, Premiere

Programming: MEL, Python, HScript, C/C++, PHP

Languages : German (native), English (fluent), French (basic)
