

Thorsten Kuttig

Kastanienweg 9
74599 Wallhausen, Germany
Phone : +49 - 7955 - 388 13 7
Mobile: +49 - 178 - 567 10 83
E-Mail: TK@Maya3D.de
<http://www.virtual-characters.de>

Date of Birth: November 19th, 1969
Place of Birth: Hamborn / Germany
Marital Status: unmarried, 3 children
Residency Status: German citizen
Work permit: European Union
Driving Licence: Class B



OVERVIEW

I am a highly motivated, flexible and dynamic team-player, who can also work independently. Furthermore I am a production and solution oriented character with a strong sense of light, color, shape, space and movement, with a persistent "can-do" and "wanna-learn" attitude. In my 21 years experience in the different fields of CGI, I learned to work deadline oriented as well as quality based: "...just what the doctor ordered" or, if possible a little bit more...a little bit better! For me it doesn't matter, how I can bring things to life, it's not only a job, it's a passion.

My special amenities:

- Allrounder
- Ability to learn fast
- Excellent stamina
- Good communication skills
- Ingenuous, loyal and reliable
- Leadership abilities
- Fluent in English, German

WORK EXPERIENCE

2010/actual

Freelancer at Madness GmbH, Göppingen

- 3D Generalist and responsible for lighting, shading and animation of parts of the "Mahle Downsizing Motor" and "Pendelschieber-Ölpumpe".
Clients: Mahle GmbH
- Lead Artist for a super high resolution poster of a wind power plant
Clients: EnBW - Energie Baden-Württemberg AG
- Lead Artist and responsible for modeling, lighting, shading and animation of a 3 min. featurette for a software, called NICE Ticket.
Clients: NIC Systemhaus GmbH
- Lead Artist and responsible for modeling, lighting, shading and animation of a 10 min. stereoscopic movie, which was supposed to explain the philosophy of stereoscopic imagery and the virtual reality solutions of IC.IDO GmbH
Clients: IC.IDO GmbH
- Lead Artist and responsible for modeling, lighting, shading and animation of a 3 min. movie for a new receiver, called Triax TDX
Clients: Triax, Denmark, Ücker & Partner Werbeagentur GmbH
- 3D Generalist and responsible for animating logo animations
Clients: Schlemmer GmbH

2009

Freelancer for ideamano S.L., Spain

- Motion Graphics Artist and responsible for animating a teaser for TourDeGlobe, an new online platform for bicycle enthusiasts.

Freelancer for AV Medien Business Pictures GmbH, Stuttgart

- Motion Graphics Artist and responsible for animating a design- and movement-oriented teaser for the IAA (Internationale Automobil Ausstellung)
Clients: Eberspächer GmbH & Co. KG, FACT! GmbH

2009

Freelancer at SoulPix, Hannover

- 3D Generalist and responsible for modeling, lighting and shading of 3 different scenes for an advertising campaign (display posters)
Clients: Milford (OSTFRIESISCHE TEE GESELLSCHAFT, Laurens Spethmann GmbH & Co. KG)
- Modeler for modeling washing machines for a TV commercial
Clients: Euronics Deutschland eG
- Modeler and animator for a 2 min. short movie
Clients: MaxXRam Innovation Ltd. & Co. KG

Freelancer at Madness GmbH, Göppingen

- 3D Generalist and responsible for lighting, shading and animation of a “N40” Necking Station (bottlenecking machine), which was supposed to be screened on 11 monitors.
Clients: Hinterkopf GmbH
- 3D Generalist and responsible for modeling, lighting, shading and animation for a 2,5 min stereoscopic teaser.
Clients: projectiondesign
- 3D Generalist and responsible for modeling, lighting, shading and animation for a 5 minute corporate movie and a 2,5 min corporate movie about industrial gears. (Winner of the IF Communication Design award 2009)
Clients: SEW Eurodrive GmbH

2009

Freelancer at Madness GmbH, Göppingen

- 3D Generalist and responsible for lighting, shading and animation for several industrial visualizations.
Clients: SICK Vertriebs GmbH, Pilz GmbH & Co. KG

2008

Freelancer at SoulPix, Hannover

- 3D Generalist and responsible for modeling, lighting, shading and animation.
Clients: Deutsche Bank, Burgerking, Scholz & Friends Group, Kempertrautmann GmbH, Laurens Spethmann GmbH & Co. KG (Milford Tea) and others.
- Additional modeling and texturing for the german feature-movie „Salami Aleikum“

Freelancer for PRS GmbH – Professional Racing Simulation, Aachen

- Logo- and screendesign for a new 1:1 Formula 1 Racing Simulator
- Design of navigation-screens for the simulators 360 degree projection dome

Freelancer at Theory 7 LTD., Maidstone, UK

- Lead Artist for the “Zeitgeist-City”-Project for the new Ford Fiesta (Client: FORD Motors)
- Creating, lighting, animating and rendering environments, buildings, cars and cameras for 7 shots (overall length: 1:30 min)
- Scene-splitting and render-management
- Supervising modeling artists (on- and offsite)
- Setting up a renderfarm of 28 DELL Poweredges (Single-, Dual and Quad-Quadcores)
Clients: Microsoft Corp., FORD Motors

Freelancer at GL Consult GmbH and Küchen-QUELLE, Nuremberg, Germany

- Direction of the movie “30 Years Küchen-QUELLE – The Anniversary Movie”, filmed in HD on Panasonic and JVC cameras.
- Animation of “Anton – The Küchen-QUELLE Mouse”, mocap-based animation
- Editing and compositing of 3 minutes real- and 3D-footage
Clients: Küchen-QUELLE GmbH

- 2008
- Freelancer for Ghost-O-One GmbH, Wuppertal, Germany**
- Motion Capture based animation of 3 human characters for a 3 min. movie
Client: Erbslöh GmbH
- Freelancer at endemol GmbH, Cologne, Germany**
- On air introduction of 4 female Big Brother housemates into “VirtualMe”
 - Content creation for the “character items”
- Freelancer for DigiMice GmbH, Neu-Isenburg, Germany**
- Rigging/Skinning of character accessoires
- Freelancer for Sevenload GmbH, Cologne at endemol Germany**
- Generation of 3D characters of the moderators and house-mates for the new Big Brother season (8) in Germany (together with Electronic Arts)
 - Consulting for Character Development / Broadcast
 - Big Brother Logo-modeling and –animation
- 2007
- Freelancer / Senior 3D Artist at Stoll.von Gáti GmbH, Crailsheim, Germany**
- Modeling, shading, lighting, animation and render setup for mainly technical visualizations as well as industrial movies, imagefilms etc.
 - Education of trainees
Clients: Voith Turbo GmbH, Pepperl + Fuchs GmbH, Elliott GmbH (Swiss) etc.
- 2007
- Freelancer at Mackevision GmbH and Gallery Of Media GmbH; Munich, Germany**
- 3D Lead for Mercedes AMG CLK “Black Series” Project (Cam- and Car Animation)
Clients: AMG
- 2006
- “Dear Anne – The Gift Of Hope” - CG Feature Film at 263 Films, Milano, Italy**
- Technical consultant for character-pipeline and mocap
 - Character Modeling consultant, regarding skinning and animation
 - Skinning of all 38 characters
 - Facial mocap-setup for all characters (Maya/Motionbuilder-based)
Clients: 263 Films srl
- 2004-2005
- Freelancer for clients like TF1 - Toyota Panasonic Racing, QUELLE/Küchen-QUELLE, SIEMENS Particle Therapy, SIEMENS Medical Solution and GL Consult GmbH**
- Modeling, Animation and Rendering of a Toyota TF 105
 - Modeling, Animation and Rendering of a “Particle Therapy Clinic”
 - Setting up a 3D Department, incl. setup of a 40 CPU DELL renderfarm
 - Modeling, Animation and Rendering of a 12 min. shortmovie
- 2001-2003
- “Back to Gaya” – CG Feature Film at Ambient Entertainment GmbH, Hannover, Germany**
- Additional Financial Co-Producer
 - Technical Director Motion Capture (Vicon8+)
 - Animation Supervisor (Snurks: Galger, Zeck & Brampf)
 - Skinning and Setup (main- and secondary characters)
 - Character-Modeling (main characters: Alanta, Zeck, sec.: Billy)
 - Filmbox Artist
Clients: Ambient Entertainment GmbH & Co. KG

- 1999-2001 **Founding my agency "e-Sence® - digital department"**
- Low budget commercials and print services
 - Several modeling and design services
 - Website and Flash services
 - Several project-management and consulting services
- 1997-1999 **Freelancer/Trainee for ID Media AG and several smaller agencies**
- Development of E-Cyas, germanys first virtual popstar (Head-modeling and facial animation with ArtiFace on IRIX-systems)
 - Working on "Are You Real" music-clip with E-Cyas
 - Working on virtual houses for "Traumhochzeit", a german TV-series
 - Several smaller modeling and design-jobs, incl. screendesign etc.
Clients: Metronet, SONY, VW, Alcatel, TUI, West, Exnorm Haus, Endemol etc.
- 1990-1997 **German Air Force (Grade as sergeant)**
- Education as **aircraft mechanic** (7 months)
 - Working as **aircraft mechanic** in Germany, Portugal, Canada
 - Education as **photographic-laboratory assistant** (7 months)
 - Working as photographic-laboratory assistant and airport photographer (16mm b/w film- and picture development)
 - Starting self-tuition in CGI (on Amiga with Quicksilver, Turbosilver, Imagine etc)
 - Working for a lot of smaller agencies and providing them with logos and simple advertising trailers, prints etc. in my leisure time.

EDUCATION

- 1997-1999 Course of study in **film-& communication design** (LAZI Akademy, Esslingen, Germany)
- 1995-1997 Study by correspondence course in **graphic-design** (ILS Hamburg, Germany) (supported by german army)
- 1986-1990 professional training as a machine-building mechanic at KYNAST GmbH, Quakenbrück, Germany

TRAINING ACTIVITIES

- 1996
- intensive course on **AVID Media Composer 8000** at AVID Technology
 - intensive course in C++
 - intensive course in MS-DOS/Windows/Office
 - intensive course in computer hardware

NETWORKS & FURTHER ACTIVITIES

- Member of LinkedIn-Network
- Member of XING-Network
- Parashuting, Bungee-Jumping, Travelling
- Music, Cinematography, Photography, Videography, Independent Movies

AWARDS

- 1998 - animago award - 2nd place - visualization
- 1999 - animago award - 1st place - product design
- 2000 - animago award - 3rd place - virtual characters
- 2001 - animago award - 1st place - virtual characters
- 2004 - 34th Giffoni Filmfestival - 2nd place - "Kids Section" with "Back To Gaya"
- 2004 - 8th Animasia Seoul International Cartoon Festival, with "Back To Gaya"
- 2005 - Junior Film Festival Stockholm - "Bästa lågstadiesfilm" with "Back To Gaya"
- 2009 - IF communication design award - animation
- 2010 - intermedia globe award - GOLD - animation

REFERENCES

Reinhard Klein	Director of AV Medien Business Pictures GmbH	info@av-businesspictures.com
Axel Berne	Director of Madness GmbH	axel.berne@3dmadness.de
Frank Sennholz	Director of Soul Pix	frank@soulpix.de
Sascha Dinter	Head Of 3D, Digimice GmbH	sascha@digimice.com
Thomas Staab	Leader IT/Digital Media, Endemol GmbH	thomas.staab@endemol.de
Andreas Heyden	COO, sevenload GmbH	ah@sevenload.com
Haggi Flöser-Krey	Head Of 3D, Ambient Entertainment GmbH	haggi@haggi.de
Pit Vetterick	Former Head Of 3D, ID Media AG	pit@ice-technologies.com
Edna Stengel	Former Marketing Director, Küchen-QUELLE	edna.stengel@gmx.net
Dario Picciau	Director, "Dear Anne – The Gift Of Hope"	connected@dariopicciau.com
Ingolf Ernst	Director of ideamano S.L.	ice@ideamano.com