



# NIKLAS ROTH 3D GENERALIST

## C U R R I C U L U M V I T A E

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### PERSONAL PROFILE

3D Modeler and Generalist with advanced Technical and Artistic skill in CG Image creation. Experience in different discipline and tools. Sculpting in Zbrush, texturing in Mari to modeling, shading and rendering in Maya or other 3D/2D applications. I am able to optimize my processes with scripting by my own and editing or adopting third party scripts.

### EXPERIENCE

12/17 - now	<b>3D Generalist / CG Supervisor</b> R-Quadrat Berlin
10/16 - 09/17	<b>3D Generalist</b> Method Studios Vancouver (Thor 3: Ragnarok ,King Arthur: Legend of the Sword)
04/16 - 09/16	<b>Travelling through North America</b> Travelling through Canada and USA
10/15 - 04/16	<b>3D Generalist</b> Method Studios Vancouver (Doctor Strange - Marvel)
10/13 - 09/15	<b>3D Generalist</b> R-Quadrat Berlin
07/15 - 08/15	<b>Dozent Maya Basic</b> School for Games Berlin
04/14 - 03/15	<b>Environment modeling/texturing</b> Tale of Tales (Sunset)
09/13	<b>Environment Modeling</b> polygonfabrik
06/13 - 07/13	<b>Character Modeling</b> Effective Evolutions (U55 Kickstarter Campaign)
05/13	<b>Architecture Visualisation</b> Favorit Massivhaus
03/13	<b>Jungle Visualisation</b> KupeFilms
08/12 - 12/12	<b>Character Modeling</b> NHB Berlin (Sagrotan & Captain Iglo Commercial)

### EDUCATION

05/12 - 08/12	Zack Patrock Character Creation Online Master Class
2010 - 2012	Games Academy Berlin <b>Film Art &amp; Animation</b>
2008 - 2010	Sae Institute Köln, <b>Diplom in Digital Film und Animation Design</b>
2000 - 2008	Maria Montessori, Aachen <b>Fachoberschulreife (approx. equivalent: A-Class)</b>

### SKILLS

Language	German (native), English (fluent)
Abilities	Poly/Nurbs Modeling, Sculpting, Texturing, Shading, Lighting, Rendering (Vray / Mental ray), UV Mapping, Mel, Python, Animation, Compositing
Software	Maya, 3ds Max, Mudbox, Zbrush, Speedtree Marvelous Designer, Photoshop, After Effects, Nuke, Fusion, Mari, Substance Painter, Headus UVLayout, xNormal, Crazybumb

### OTHER

Activities	Surfing, Climbing, Sailing, Guitar, Travelling, Cinema, Computer Games, Board Games, Snowboarding
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