



# Philipp Hundertpfund

3D ARTIST



## Kontakt



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ÖSTERREICH



## Ausbildung

- 2015 - 2018 **University of Applied Sciences Hagenberg**  
*Bachelor of Science in Engineering  
Medientechnik & -design*
- 2017 **Birmingham City University**  
*Auslandssemester in UK  
Video Production & Visual Effects*
- 2013 - 2014 **University of Applied Sciences Linz**  
*Studienbefähigungslehrgang*
- 2009 - 2011 **Handelsschule Reutte**  
*mit Schwerpunkt Informationstechnologie*

## Erfahrung

- 10/ 2018 - 03/2019 **Schretter & Cie**  
*Ferialjob als Zementarbeiter*
- 03-06/ 2018 **Slice Production Studios GmbH**  
*Praktikum als 3D Artist  
Photogrammetrie & VR Produktion*
- 06-08/ 2017 **Schretter & Cie**  
*Ferialjob als Zementarbeiter*
- 08/ 2016 **Schretter & Cie**  
*Ferialjob als Zementarbeiter*

## Skills

### 3D & Animation

Autodesk Maya	<div style="width: 80%;"></div>	Cinema 4D	<div style="width: 80%;"></div>
Autodesk 3ds Max	<div style="width: 80%;"></div>	Houdini FX	<div style="width: 80%;"></div>
Marvelous Designer	<div style="width: 80%;"></div>	RealFlow	<div style="width: 80%;"></div>
Unreal Engine 4	<div style="width: 80%;"></div>	Unity	<div style="width: 80%;"></div>

### Video- & PostProduction

Premiere Pro	<div style="width: 80%;"></div>	Nuke	<div style="width: 80%;"></div>
After Effects	<div style="width: 80%;"></div>	Photoshop	<div style="width: 80%;"></div>
DaVinci Resolve	<div style="width: 80%;"></div>	Lightroom	<div style="width: 80%;"></div>

### Programmieren & Scripten

HTML & CSS	<div style="width: 80%;"></div>	C++	<div style="width: 80%;"></div>
Javascript	<div style="width: 80%;"></div>	Python	<div style="width: 80%;"></div>
Java	<div style="width: 80%;"></div>	MEL	<div style="width: 80%;"></div>

### Sprachen



Muttersprache



flüssig



Grundkenntnisse