



# Philipp Hundertpfund

3D ARTIST



## Contact



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AUSTRIA

## Education

- 2015 - 2018 **University of Applied Sciences Hagenberg**  
*Bachelor of Science in Engineering  
Mediatechnology & -design*
- 2017 **Birmingham City University**  
*Semester Abroad in UK  
Video Production & Visual Effects*
- 2013 - 2014 **University of Applied Sciences Linz**  
*Study Qualification Program*
- 2009 - 2011 **Business School Reutte**  
*with focus on Informationtechnology*

## Experience

- 03-06/ 2018 **Slice Production Studios GmbH**  
*Internship as 3D Artist*
- 06-08/ 2017 **Schretter & Cie**  
*Summer Job as Cement Worker*
- 08/ 2016 **Schretter & Cie**  
*Labourer in Metal Industry*
- 04-07/ 2015 **Randstad Austria**  
*Labourer in Metal Industry*

## Skills

### 3D & Animation

Autodesk Maya	<div style="width: 80%;"></div>	Cinema 4D	<div style="width: 80%;"></div>
Autodesk 3ds Max	<div style="width: 70%;"></div>	Houdini FX	<div style="width: 70%;"></div>
Marvelous Designer	<div style="width: 60%;"></div>	RealFlow	<div style="width: 60%;"></div>
Unreal Engine 4	<div style="width: 50%;"></div>	Unity	<div style="width: 50%;"></div>

### Video- & PostProduction

Premiere Pro	<div style="width: 70%;"></div>	Nuke	<div style="width: 70%;"></div>
After Effects	<div style="width: 60%;"></div>	Photoshop	<div style="width: 60%;"></div>
DaVinci Resolve	<div style="width: 50%;"></div>	Lightroom	<div style="width: 50%;"></div>

### Programming & Scripting

HTML & CSS	<div style="width: 60%;"></div>	C++	<div style="width: 60%;"></div>
Javascript	<div style="width: 50%;"></div>	Python	<div style="width: 50%;"></div>
Java	<div style="width: 40%;"></div>	MEL	<div style="width: 40%;"></div>

### Languages



Native Speaker



fluent



Basics