



Philipp Hundertpfund

3D ARTIST



Kontakt



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Schmerlingstr. 4
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Austria



Education

- 2019 - 2020 **Salzburg University of Applied Sciences**
MultiMediaArt (Master)
- 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

- since 08/2020 **Volucap GmbH**
*Technical Artist
Volumetric Capturing & VR Production*
- 06/2020 **FreshFX Media GmbH**
*Internship as 3D Artist
Modeling & Texturing*
- 08/2019 **Schretter & Cie**
Summer Job as Cement Worker
- 10/2018 - 03/2019 **Schretter & Cie**
Summer Job as Cement Worker
- 03-06/2018 **Slice Production Studios GmbH**
*Internship as 3D Artist
Volumetric Capturing & VR Production*



Skills

- 3D & Animation**
 - Autodesk Maya
 - Autodesk 3ds Max
 - Marvelous Designer
 - Unreal Engine 4
 - Cinema 4D
 - Houdini FX
 - Blender
 - Unity
- Video- & PostProduction**
 - Premiere Pro
 - After Effects
 - DaVinci Resolve
 - Nuke
 - Photoshop
 - Lightroom
- Programming & Scripting**
 - HTML & CSS
 - Javascript
 - Java
 - C++
 - Python
 - MEL
- Language**



Native Speaker



fluent



Basics