



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 Informationstechnology



Experience

- since 08/2020 **Volucap GmbH**
Volumetric 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