



PHILIPP HUNDERTPFUND



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Innsbruck, Österreich



Education

- 2026 **WIFI Tirol**
Certificate in System Administration
- 2025 **WIFI Tirol**
Certificate in Network Administration
- 2015 - 2018 **University of Applied Sciences Hagenberg**
Bachelor of Science in Engineering
Media Technology & 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 Information Technology



Experience

- since 10/2026 **MCI | The Entrepreneurial School**
Network and Systems Engineer

Support and further development of the network and systems infrastructure, as well as automation and optimization of processes.

Technical Support and troubleshooting.
- 08/2020 - 08/2026 **Volucap GmbH**
Volumetric Lead since 2023

Coordination and technical optimization of volumetric and VFX post-production workflows.

Automation of production processes through scripting and pipeline development.

Processing of large data volumes in time-critical film, XR and immersive media productions.
- 06/2020 **FreshFX Media GmbH**
3D Artist Intern

Contributed to photogrammetry, modeling, texturing workflows for 3D productions.
- 03/2018 - 06/2018 **Slice Production Studios GmbH**
Praktikum als 3D Artist

Contributed to the setup of a volumetric studio and supported volumetric capture and production workflows.



Skills

Infrastructure, Networking & Automation

- | | | |
|---------------------|-------------------|-----------------|
| Routing & Switching | TCP/ IP | Troubleshooting |
| DNS/ DHCP | Firewall & Backup | Virtualization |
| Windows Server | Active Directory | Network Support |

Scripting & Pipeline Development

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|--------------|------------|------------|
| Python | PowerShell | JavaScript |
| VEX/ Houdini | MEL/ Maya | HTML & CSS |

Digital Production & VFX Pipelines

- | | | |
|----------------------|-----------------|----------------------|
| Houdini FX | Autodesk Maya | Blender |
| Unreal Engine 5 | DaVinci Resolve | Adobe Creative Cloud |
| Volumetric Workflows | Photogrammetry | VFX Post-Production |

