



qualifications

- Bachelor of Science in Computer Graphics
- 10 years of professional experience in feature film and commercials
- Strong programming skills 20 years+, extensive knowledge of Python
- Strong knowledge in compositing (Nuke / Flame)
- Good knowledge in 3D and photography
- Nuke and Compositing trainer, Pluralsight author
- Many years of professional experience working as an artist
- Team-oriented

skills

- Python, C++, PHP, XHTML, CSS, JS
20 years + of programming experience with multiple programming languages
- Nuke API / NDK & TCL, writing Gizmos, Maya cmds / pymel
10 years of experience working with Nuke's and Maya's APIs
- Qt / PySide
Many years of experience in writing scalable GUIs
- REZ, Pyblish
Many year of experience developing small and large software projects in rez environments and writing scalable pyblish plugins
- MySQL, MongoDB
Good knowledge of relational and non-relational databases
- Deadline, ShotGrid API
Well experienced with Deadline and ShotGrid API
- OCIO / ACES
Well experienced with setting up and maintaining color pipelines

reels: www.leafpictures.de/reel code samples: <https://gitlab.com/nukevfx/samples> cragl vfx tools: <https://www.cragl.com>

professional experience

05 2022 - present	Senior 2D Pipeline TD at ScanlineVFX Munich, Germany
08 2018 - 05 2022	Pipeline TD at PIXOMONDO Stuttgart, Germany
01 2017 - 07 2018	Nuke TD at PIXOMONDO Toronto, Canada
07 2014 - 11 2016	Compositor/Compositing TD at nhb Hamburg, Germany
09 2014 - 09 2015	Trainer for Nuke Compositing at the University of Applied Sciences Lübeck, Germany
06 2012 - 6 2014	Junior Compositing and Motion Graphic artist at nhb Hamburg, Germany

study

05 2012	Graduated: Bachelor of Science in Information Technology and Design
02 2011 - 08 2011	Study Abroad at the Auckland University of Technology, New Zealand
09 2008 - 02 2011	Study Information Technologie and Design at the University of Applied Sciences Lübeck, Germany

languages German (native), English (full working proficiency)