Hendrik Freuer

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PROFILE

After receiving my Master's degree in Digital Media, I've gained extensive experience in the visual effects industry and turned my passion into a profession.

In addition to my keen eye for detail, I embrace challenges, solving problems and enjoy being part of a creative team. I hope to strengthen and broaden my skill set even further in the future.

PORTFOLIO

Website
hendrik-vfx.com

Showreel
https://vimeo.com/268184585

EXPERIENCE

10/2018 - 03/2019 | 3D Artist/ CG Generalist
The Marmalade
Work involved various commercials for clients including Ferrero and Pantene. My main tasks were procedural modelling, lighting, look development, animation, particle fx as well as digital sculpting.

09/2018 - 09/2018 | Freelance 3D Artist/ CG Generalist
Sehsucht
Worked on a commercial for Miele that involved procedural modelling, look development, lighting and minor fx work.

09/2016 - 07/2018 | 3D Artist/ CG Generalist
MPC Advertising
Work involved various commercials for clients like Heineken, Pirelli Tyres, Edeka and Volkswagen, as well as Paramount Pictures for the feature 'Ghost in the Shell'.
I got the chance to lead a couple of jobs, but look development, lighting, modeling, sculpting, rendering and some fx work were the main tasks I was involved in.

06/2014 - 09/2016 | CG Generalist
Electric Theatre Collective
Various commercials I've worked on include work for clients like King, Freeview, Three Mobile, Argos, Virgin Media and Channel 5.
My work involved look development, lighting, modeling, sculpting and rendering.

03/2014 - 03/2014 | **Camera Tracker**
Fact Not Fiction Films
I worked for the film "A Dark Reflection" which screened at the Cannes
Film Festival in May 2014 as a camera tracker.

SKILLS   3D Modelling
3D Sculpting
Texturing
Shading
Lighting
Rendering
3D Camera and Object Tracking
Matchmoving and CG Integration
Compositing

MEL / Python Scripting (basics) and Coding in various other
Programming Languages
Rigging (basics)

SOFTWARE   Maya
ZBrush
Houdini
Mari
Nuke
Photoshop
3D Equalizer
PFTrack
Java, Actionscript 3.0, C#, C++, MEL (basics), Python (basics)
Linux / Mac OSX / Windows

EDUCATION   01/2014 - 05/2014 | **Advanced 3D For Visual Effects**
Escape Studios
3D Modelling Pipeline
(modelling, UV mapping, sculpting, texturing, shading, lighting)
VFX Pipeline
(3D camera and object tracking, matchmoving, CG integration)
TD Pipeline
(particles, nParticles, fluids, nCloth, rigid body dynamics, hair and fur,
fracturing, MEL / Python scripting)

2011 - 2012 | **Several ZBrush related Master Classes**
ZBrushWorkshops.com
Mastering ZBrush, Anatomy 2.0, Creature Design R2, Advanced Creature
Anatomy, Creature Sculpting for Film (in clay)

2009 - 2012 | **Master of Science (M.Sc.), I.S. Digital Media**

University of Applied Sciences Bremen
Software Development, Interface Design, Interaction Design, Motion Graphics, Adobe After Effects

2005 - 2009 | Bachelor of Science (B.Sc.), Digital Media
University of Applied Sciences Bremen
Java, Actionscript 3.0, C#, C++, Adobe Photoshop, Adobe After Effects, Game Design, Computer Network Design, Human Computer Interaction