

## RESUME

### WORK EXPERIENCE

04/2021 – 02/2025

**MIKROS ANIMATION***VP, Head of Creative Operations*

April 2025 – Present

Responsible for cross-site creative operations, driving workflow strategy, cross-department collaboration, and talent optimization to support high-quality animation production. Designing and implementing scalable creative workflows and pipelines across studio locations. Maintaining strong collaboration and alignment between creative and technical teams. Partnering with Production and Crewing to balance departmental workloads and talent allocation, as well as fostering mentorship and training programs and cross-border culture-building. Defining, promoting, and upholding high creative quality standards while driving operational efficiency across the entire production pipeline.

*Global Head of Characters & Environments*

September 2022 – February 2025

Responsible for the character & environment creation, quality and consistency and the involved departments across all projects in all studio locations (Paris, Montreal, and Bangalore). Advising on bids, schedules, casting, and creative approaches, as well as client communication. Unifying and aligning technical, creative, and structural approaches, identifying current and future development needs, as well as partnering with recruiting, marketing and schools, to develop recruiting strategies and attract and train exceptional talent.

*Global Head of Characters*

April 2021 - September 2022

05/2009 – 04/2021

**BLUE SKY STUDIOS, GREENWICH, CT***Head of Characters*

August 2018 – April 2021

Overseeing the creation of all character assets from start to finish, including but not limited to sculpting, modeling, rigging, fur, materials, and garment building.

*Character Development Supervisor*

September 2013 - August 2018

*Rigging Show Lead*

January 2013 - August 2014

*Senior Character Technical Director*

June 2012 - August 2013

*Lead Character Technical Director*

January 2012 - January 2013

*Character Technical Director*

May 2009 - May 2012

09/2006 – 03/2009

**SPANS & PARTNER, HAMBURG**

Technical Director

Character rigging, set supervision, development of pipeline tools, special effects, including water, cloth and particles.

02/2004 – 06/2004

**PROSIEBENSAT.1 PRODUCTION, BERLIN**

3D Internship

- 08/2002 – 02/2003     **GENTLE GIANT STUDIOS, BURBANK, CA**  
3D Scanning Internship
- 10/2001 – 07/2002     **COMPUTER GRAPHICS CENTER (ZGDV), DARMSTADT**  
Research Assistant
- 07/2001 – 09/2001     **IBM HANNOVER**  
Programming Internship

## EDUCATION

- 09/2020 – 12/2021     *UCLA, Los Angeles, CA*  
Certificate in Business and Management of Entertainment
- 01/2013 – 07/2019     *University of Kent, Canterbury, UK*  
PhD in Film Studies
- 09/2004 – 05/2006     *School of Visual Arts, New York, NY*  
Master of Fine Arts in Computer Art
- 09/2000 – 07/2004     *University of Applied Sciences Darmstadt, Germany*  
Diploma in Media System Design

## TEACHING

### *School of Visual Arts, New York, NY, USA (September 2017 - May 2019)*

Instructor for courses Thesis I and II in the BFA Computer Art, Computer Animation and Visual Effects department

### *AnimSchool, USA (July 2011 - July 2013)*

Teacher for "Introduction to Rigging" and syllabi creation for rigging classes of all levels

## COMPUTER SKILLS

**3D Animation:** Specialized in character creation workflow & organization

**Software:** Maya, XSI, Adobe Creative Suite, Shotgrid, Office

**Operating Systems:** Windows, Linux, UNIX, Mac

**Programming languages:** Python, MEL, PHP, HTML

## LANGUAGE SKILLS

German (native), English (fluent), French (advanced), Italian (basic), Japanese (beginner)

## AWARDS, FELLOWSHIPS, AND GRANTS

- 2016     VES Award Nomination for „Outstanding Animated Performance in an Animated Feature“ on „The Peanuts Movie“
- 2008     Animago film festival award nomination for TVC CSOB „Coins“, Price of the Jury
- 2005-2006     MFA Computer Art Lab Assistantship, School of Visual Arts
- 2005     Fulbright Professional Enhancement Grant
- 2004     Fulbright Scholarship
- 2002     Scholarship of Carl-Duisberg-Gesellschaft, Germany

## PROFESSIONAL MEMBERSHIPS

Academy of Motion Picture Arts and Sciences, Visual Effects Society (VES), The International Animated Film Society, ASIFA-Hollywood, Women in Animation International, Inc., Fulbright Alumni E.V.