

## RESUME

### EDUCATION

January 2013 - July 2019	University of Kent, Canterbury, UK PhD in Film Studies
September 2004 - May 2006	School of Visual Arts, New York, NY Master of Fine Arts in Computer Art
September 2000 - July 2004	University of Applied Sciences Darmstadt, Germany Diploma in Media System Design

### WORK EXPERIENCE

August 2018 - Present	<i>Head of Characters, Blue Sky Studios, Greenwich, CT</i>
September 2013 - August 2018	<i>Character Development Supervisor, Blue Sky Studios, Greenwich, CT</i> Overseeing character creation and implementation from the initial design to animation production from an aesthetic and technical standpoint
January 2013 - August 2014	<i>Rigging Show Lead, Blue Sky Studios, Greenwich, CT</i> Rigging Show Lead for „Peanuts“ (2015)
June 2012 - August 2013	<i>Senior Character Technical Director, Blue Sky Studios, Greenwich, CT</i>
January 2012 - January 2013	<i>Lead Character Technical Director, Blue Sky Studios, Greenwich, CT</i> Creative lead for face rigs on „Rio 2“ (2014)
May 2009 - May 2012	<i>Character Technical Director, Blue Sky Studios, Greenwich, CT</i> Creating expressive, flexible and efficient rigs that allow animators to bring life to the characters in films like „Ice Age“: Building skeletons, setting up deformations and engineering control systems
September 2006 - March 2009	<i>Lead Technical Director, Spans &amp; Partner, Hamburg, Germany</i> Character rigging, set supervision, development of pipeline tools, special effects, including water, cloth and particles
January 2005 - May 2006	<i>Unix / PC Lab Assistant, School of Visual Arts, New York, NY</i> Maintaining the MFA Computer Art network and intranet website and assisting the staff in all aspects of Computer System Administration
February 2004 - June 2004	<i>3D Internship, ProSiebenSat.1 Production, Berlin, Germany</i> 3D animation and modeling with Lightwave in one of Germany's largest TV production houses
August 2002 - February 2003	<i>3D Scanning Internship, Gentle Giant Studios, Burbank, CA</i> 3D scanning and preparing of 3D scans for toys and special effects
October 2001 - July 2002	<i>Research Assistant, Computer Graphics Center (ZGDV), Darmstadt, Germany</i> Modeling of low resolution characters for Virtual Reality purposes
July 2001 - September 2001	<i>Programming Internship, IBM Hannover, Germany</i> Development of Java-Applets and Java Server Pages

## 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

*Filmakademie Baden Württemberg, Stuttgart, Germany (January 18<sup>th</sup> & 19<sup>th</sup> 2016)*

2 day Graduate Seminar "Face Rigging & Advanced Rigging Concepts for Feature Animation"

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

Teacher for "Introduction to Rigging", as well as the creation of the syllabi for introduction, intermediate, and advanced rigging classes

*School of Visual Arts, New York, NY, USA (2005)*

Graduate Seminar in Maya (basic interface, modeling, lighting, rendering)

*Bronx Community College (CUNY), Bronx, New York, USA (2005)*

Portfolio discussion, Gallery talk

## COMPUTER SKILLS

*3D Animation:* Rigging, Modeling

*Software:* Maya, XSI, Photoshop, Flash, InDesign, Office

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

*Programming languages:* Python, JScript, MEL, PHP, MySQL, HTML, C++

## 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

Member of the Visual Effects Society (VES)

Corporate Member of The International Animated Film Society, ASIFA-Hollywood

Professional Member of the Women in Animation International, Inc.

Member of the Fulbright Alumni E.V.