



OBJECTIVE

Hard-working artist with advanced knowlegde and minute attention to detail. Seeking to apply my abilities to fill the position in your company. I am a dedicated team player who can be relied upon to help your company achieve its goals.

WORK EXPERIENCE

Oct 2019	Electronic Arts
Nov 2017	Junior Cinematic Artist
	<ul style="list-style-type: none">- Created in-game-cinematic trailers for FIFA, Battlefield, Need For Speed and Anthem.- Worked with many different game studios and their cinematic workflows- Implemented Foundry Nuke in the workflow to create complex, high-quality trailer shots
Oct 2017	Stargate Studios Germany
Feb 2016	Junior Compositing & 3D Artist
	<ul style="list-style-type: none">- Worked for film, commercial, TV-series, real-time projects and VR experiences- Combined new technologies for unique presentation of live content- Tested and researched new technologies for the EU funded project Dreamspace close to partners like Foundry and Ncam

ABOUT ME

Name	Simon Formanski
DOB	04/19/1997
Nationality	German
Languages	German, English C1

SOFTWARE

Autodesk - Maya, Motionbuilder, Arnold, Shotgun
Foundry - Nuke, Mari, Cara VR
Chaosgroup - Vray
Adobe - Substance Painter, Photoshop, Premiere, After Effects, Illustrator
Epic Games - Unreal Engine
Unity Technologies - Unity
Electronic Arts - Frostbite Engine

Education

Dec 2015	PIXL VISN Media/Arts Academy
July 2014	3D Animation and VFX Diploma

Core Competencies

- Create ingame cinematic shots with game assets or uniquely created 3D assets
- Model and texture complex 3D assets for games, feature film, and commercials
- Look development and lighting 3D scenes
- Setup and render scenes in renderes like Vray, Arnold, and Redshift
- Composite 3D renders and live action footage including roto, paint, and other compositing tasks
- Create 360 and VR content with Maya, Cara VR, and Nuke
- Layout and 3D tracking live action shots
- Solid knowledge of: rigging, dynamics, scripting, animation, and hardware tasks