

CURRICULUM VITAEScratchARTS™



NAME Philipp Kratzer

BASED IN Vorarlberg, Austria

AGE 26 LANGUAGE German, English

PHONE +43 664 154 85 27

MAIL p.kratzer@scratch-arts.net

WEB www.scratch-arts.net

PROFESSION 3D-Artist

INTERESTS family and friends,
CG, games, films, rock music,
fishkeeping, mountain biking,
skiing and jogging

TOOLS Maya/Vray, Houdini,
Modo, Nuke, C4D, ZBrush/Mud,
Adobe CS5, FinalCutPro

SPECIALITY versatility

"I'm a passionate and mostly self-taught 3D generalist, capable of working in various fields of production. My diverse background provided me with a wide spectrum of technical and artistic knowledge about the needs and workflows of a professional CG-pipeline. Combining fun with professionalism, I'm constantly on the lookout for new opportunities and challenges, and aim to expand my creative horizon - to infinity and beyond."

PROFESSIONAL EXPERIENCE

FALL 2010 - PRESENT..... 3D ARTIST at Montfort Advertising in Klaus (Vorarlberg, Austria).

MAY 2010..... SPEAKER for metaio GmbH at the FMX-Conference in Stuttgart, talking about „The NEW augmented reality“ together with M. Greiner (Sales-Manager).

SPRING TO FALL 2010..... TECHN. PRE-SALES for Augmented Reality at metaio GmbH in munich.

MAY 2008..... PARTICIPATION VIS-2008. Our documentary-film „with hands full“ made it to be part of the main contest of Vienna Independent Shorts“ film festival and has been presented in a cinema in vienna.

2005-2009..... SELF-EMPLOYED 3D-ARTIST doing various projects for Austrian clients (e.g ORF).

2005-2006..... CIVIL SERVICE at the red cross station in Bregenz as paramedic.

2002-2003..... CG-INTERNSHIP at Hefel Wohnbau Terminal V and VKW-Anlagenbau.

EDUCATION

2012-present..... Houdini online course, vfxlearning.COM (Mentor: Alvaro Segura, Sr. VFX TD, Sony Pictures Imageworks)

2006-2009..... bachelor-studies at the SAE Institute for „Film & Animation“

2005-2006..... civil service at the red cross being a paramedic

2000-2005..... technical college for electronics and informatics

1996-2000..... secondary modern school with technical ephasis

1992-1996..... primary school

FURTHER EDUCATION

EVER SINCE..... The Gnomon Workshop and Digital Tutors online training

2009..... digital character creation workshop am Games College in vienna
(Tutor: Thomas Mahler, Character Artist, Blizzard Entertainment)