



NAME Philipp Kratzer  
 BASED IN Munich, Germany  
 AGE 34 LANGUAGE German, English

PHONE +49 151 28817000  
 MAIL p.kratzer@scratch-arts.net  
 WEB/REEL www.scratch-arts.net  
 SKYPE ScratchARTS

PROFESSION FX-TD

INTERESTS Games, photography, rock music, skiing and longboarding

MAIN TOOLS Houdini/Mantra, Maya, Arnold, Nuke, AdobeCC and growing

AWARDS VES-Award for „Outstanding Effects Simulations in an Episode“  
 Altered Carbon - The Death of Poe

SPECIALITY Houdini/FX

I'm a passionate Austrian FX-TD and VFX-Instructor working on feature film- and TV-series including „Altered Carbon“, for which I was honored with a VES-Award in February 2019. My strength lies in procedural FX-simulation, HDA-toolbuilding, lighting, shading and rendering – supported by profound teamspirit, problem-solving and good communication-abilities.

## PROFESSIONAL EXPERIENCE

- NOV. 2019 - APRIL 2020..... LEAD FX-TD at Sehsucht in Munich, driving the development of all sorts of creepy FX for Sky Germany's horror-series „HAUSEN“.
- SEPT. 2019 - OCT.2019..... FX-TD at Trixter in Munich, doing Pyro-, Vellum Grain-, and POP-Fluid-simulations in Houdini for various yet to be released TV- and film-projects.
- AUGUST 2019..... FX-TD at RodeoFX in Munich, simulating „unusual“ snowflakes for Amazon's TV-series „Tales from the Loop“ using grains in Houdini.
- JULY 2019..... CFX-TD at Trixter in Munich on „The Kangaroo-Chronicles“, helping to develop CFX-related tools and workflows for fur-simulation in Houdini.
- MAY 2019 - JUNE 2019..... FX-TD at RodeoFX in Munich, working on the trailer of „Jumanji - The Next Level“ doing bullet RBD-simulation in Houdini to collapse an ice-cliff.
- NOV. 2016 - MARCH 2019..... FX-TD at DNEG in London working on „Doctor Who“, „Altered Carbon“ and „Life“ among other projects, creating all sorts of physical and abstract effects.
- APRIL 2016 - OCT. 2016..... GENERALIST-TD at DNEG working on „Fantastic Beasts and Where to Find Them“, doing lighting, rendering and HDA-toolbuilding in Houdini/Mantra.
- JAN. 2014 - MARCH 2016..... GENERALIST at südlich-t in Munich working on international TV-commercials.
- JUNE 2013 ..... LIGHTING ARTIST at Topalsson in Munich to work on automotive-projects for AUDI.
- SEPT. 2010 - FEB. 2013..... 3D ARTIST at Montfort Advertising in Vorarlberg/Austria doing print-advertising.
- MAR. 2010 - SEPT. 2010..... TECHNICAL PRE-SALES for augmented reality at metaio GmbH in Munich.
  
- JAN. 2014 - PRESENT..... VFX-INSTRUCTOR at SAE Institute in Munich, Stuttgart and Frankfurt.

## EDUCATION

- 2006-2009..... Bachelor-studies at the SAE Institute for „Film & Animation“
- 2005-2006..... Civil service at the red cross being a paramedic
- EVER SINCE..... Online courses and masterclasses from sidefx, entagma, pluralsight, CGCircuit etc.