

CURRICULUM VITAEScratchARTS™



NAME Philipp Kratzer

BASED IN London, UK

AGE 33 LANGUAGE German, English

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WEB/REEL www.scratch-arts.net

PROFESSION FX-TD

INTERESTS Games, photography, rock music, skiing and longboarding

MAIN TOOLS Houdini/Mantra, Maya, Vray, 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 recently honored with a VES-Award. 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

NOVEMBER 2016 - PRESENT..... 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 - OCTOBER 2016..... GENERALIST-TD at DNEG working on „Fantastic Beasts and Where to Find Them“, doing lighting, rendering and HDA-toolbuilding in Houdini/Mantra.

JANUARY 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.

MARCH 2010 - SEPT. 2010..... TECHN. PRE-SALES for augmented reality at metaio GmbH in Munich.

JANUARY 2014 - PRESENT..... VFX-INSTRUCTOR at SAE Institute in Munich, Stuttgart and Frankfurt.

EDUCATION

2012..... 36 weeks Houdini online course, vfxlearning.com (Mentor: Alvaro Segura, Sr. VFX TD)

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

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

FURTHER EDUCATION

EVER SINCE..... online courses and masterclasses from sidefx, entagma, pluralsight and CGCircuit