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Patrick Probst

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Lighting/Shading Artist

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Objective



I'm looking for a freelance or permanent position in the area of CG Lighting and Shading (preferably Feature Animation / VFX but also interested in ArchViz/ProductViz/Commercials).

Education



Bachelor of Arts in Digital Media Production
MHMK Munich

2009–2012

Experience



Freelancer (Animation/Shading)

Sep 2013 - Sep 2013

Modus-X, Munich

- ProductViz with Maya, V-Ray for Maya, Nuke, Photoshop

Freelancer (Lighting/Shading/Rendering)

Oct 2012 - Aug 2013

Softmachine GmbH, Munich

- Full dome Animation Feature with 3ds max, V-Ray, Fusion, Ozone, Realflow, Houdini, Photoshop
- Lighting and Shading and Rendering Characters, Props, Environments, partly compositing them

Freelancer (Generalist/Animation)

Sep 2012 - Sep 2012

Modus-X, Munich

- ProductViz/Commerical with 3ds max, V-Ray

Intern (Generalist)

Aug 2011 - Dec 2011

Form 3D, Munich

- ArchViz with 3ds max, V-Ray, Photoshop

Skills



- +++ 3ds max
- +++ V-Ray
- +++ Photoshop
- +++ MaxScript
- +++ Fusion (CG Comp)
- ++ InDesign
- ++ Illustrator
- ++ Ozone
- + Maya
- + Nuke
- + Houdini
- + Realflow

- Teamwork
- Planning
- Abstract Problem Solving
- Flexibility
- Reliability
- I can be funny, too!