



# NIKLAS ROTH 3D CHARACTER ARTIST

## C U R R I C U L U M V I T A E

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### PERSONAL PROFILE

3D Character Artist with advanced knowledge in Character Modeling, Sculpting, Texturing, Shading with a good knowledge of Anatomy, as well as a fundamental knowledge of all the other areas of 3D Animation production. I have a diploma in Digital Film and Animation and studied Film Art and Animation at the Games Academy. Currently I work as a Freelance 3D Generalist.

### EXPERIENCE

10/13 - 12/13	<b>Architecture Visualisation</b> R-Quadrat Berlin
09/13	<b>Environment Modeling</b> polygonfabrik
06/13 - 07/13	<b>Character Modeling</b> Effective Evolutions (U55 Kickstarter Campaign)
05/13	<b>Architecture Visualisation</b> Favorit Massivhaus
03/13	<b>Jungle Visualisation</b> KupeFilms
08/12 - 12/12	<b>Character Modeling</b> NHB Berlin (Sagrotan & Captain Iglo Commercial)
2007 - 2010	<b>Sailing Instructor,</b> Yachtschule Dreyer

### EDUCATION

05/12 - 08/12	<b>Zack Patrock Character Creation Online Master Class</b>
2010 - 2012	Games Academy Berlin, <b>Film Art &amp; Animation</b>
2008 - 2010	Sae Institute Köln, <b>Diplom in Digital Film und Animation Design</b>
2000 - 2008	Maria Montessori, Aachen <b>Fachoberschulreife (approx. equivalent: A-Class)</b>

### SKILLS

<b>Language</b>	German (native), English (fluent)
<b>Abilities</b>	Poly Modeling, Sculpting, Texturing, Shading, Rendering, UV Mapping
<b>Software</b>	Maya, 3ds Max, Softimage, Mudbox, Zbrush, Photoshop, After Effects, Nuke, Mari, Headus UVLayout, xNormal, Crazybumb

### OTHER

<b>Activities</b>	Surfing, Climbing, Sailing, Playing Guitar, Drawing/Sketching
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