



NIKLAS ROTH 3D GENERALIST

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

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PERSONAL PROFILE

3D Generalist with advanced Technical and Artistic skill in CG Image creation. Experience in different discipline and Tools. Sculpting in Zbrush, texturing in Mari to modeling, shading and Rendering in Maya or other 3D/2D Applications. I am able to optimize my processes with scripting by my own and editing or adopting third party scripts.

EXPERIENCE

10/13 - 09/1	3D Generalist R-Quadrat Berlin
07/15 - 08/15	Dozent Maya Basic School for Games Berlin
04/14 - 03/15	Environment modeling/texturing Tale of Tales (Sunset)
09/13	Environment Modeling polygonfabrik
06/13 - 07/13	Character Modeling Effective Evolutions (U55 Kickstarter Campaign)
05/13	Architecture Visualisation Favorit Massivhaus
03/13	Jungle Visualisation KupeFilms
08/12 - 12/12	Character Modeling NHB Berlin (Sagrotan & Captain Iglo Commercial)

EDUCATION

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

SKILLS

Language	German (native), English (fluent)
Abilities	Poly/Nurbs Modeling, Sculpting, Texturing, Shading, Lighting, Rendering, UV Mapping, Scripting, Compositing
Software	Maya, 3ds Max, Mudbox, Zbrush, Speedtree Marvelous Designer, Photoshop, After Effects, Nuke, Fusion, Mari, Substance Painter, Headus UVLayout, xNormal, Crazybumb

OTHER

Activities	Surfing, Climbing, Sailing, Playing Guitar, Computer Games, Cinema, Board Games
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