

## Professional experience

### 2014-2015 Kecskemétfilm kft.

„The Four-square Round Forest Ep. 3” TV series

„Urban Legends Ep. 4” TV series

Job: *character animator (freelancer)*

Responsibilities: *animation, FX, rig, tool development*

Software: *3dstudio max 2014, FumeFX*

„Another Day of Life” Animated feature

Job: *Art Technical Supervisor*

### 2008-2014 Crytek (Budapest studio)

„The Collectables” Tablet game (2013-2014)

Job: *Technical artist*

Responsibilities: *lightmap support, vegetation development, quality assurance*

Software: *3dstudio max 2012*

„Fibble” Tablet game

Job: *Technical animator*

Responsibilities: *character rig/skin/export/setup, automated lightmap generation using renderfarm*

Software: *3dstudio max 2012*

„Ryse” Xbox One game

Job: *Technical animator*

Responsibilities: *character rig/skin/export/setup/animation, tool development, project management tools*

Software: *3dstudio max 2010/ Motionbuilder 2011/CryEngine3*

„Crysis Warhead” PC game

Job: *Technical animator*

Responsibilities: *character rig/skin/export/setup/animation*

Software: *3dstudio max 2009/CryEngine2*

### 2009-2011 Kecskemétfilm kft.

„Purple” Animated short film

„The Four-square Round Forest Ep. 1” TV series

„The Four-square Round Forest Ep. 2” TV series

Job: *generalist (outsorce)*

Responsibilities: *animation, FX, rig, tool development*

Software: *3dstudio max 2009-2011, FumeFX*

### 2006-2007 Aenima CGS

„Egon and Dönci” Animated feature

Job: *technical artist, animator*

Responsibilities: *Animation, character animation, effects, simulation, scripting/system development*

Software: *3dstudio max 8, FumeFX, Afterburn, Realflow*

**Education****2012-2013 Animationmentor.com**

*Advanced Studies of Character Animation*

**2003-2009 Eötvös Loránd Science University**

Informatics Bsc. (Title of thesis: 'Implementation of Procedural Animation System in Microsoft Visual C# XNA2 Environment')

**1998-2008 Eötvös Loránd Science University**

Physics Msc. (Title of thesis: 'Development of Electrontomographic Methods')

**Professional:**

2001 Studio21 3dStudio master course

2002 Studio21 3dstudio max scripter course - by László Sebő

**Software knowledge**

**3D** - Autodesk 3D Studio Max (Afterburn, FumeFX), Motionbuilder, Realflow, Maya

**2D** - Adobe Photoshop, Premiere, Sony Vegas

**Content management** - Perforce

**Programming:**

Maxscript - *expert*

Turbo Pascal - *advanced*

Microsoft Visual Studio (C#, C++) - *intermediate*

Basic, Python - *basic*

**Range of interests/hobbies**

Riding motorcycle, playing poker and table soccer. Also interested in photography, travelling and diving, UAV aerial photography.

**References**

[www.vimeo.com/systeel](http://www.vimeo.com/systeel)