

# RESUME // ROBIN REYER // TECHNICAL DIRECTOR

robin.reyer@gmail.com | +44(0)7527286516 | <http://www.klonko.de>

## **SPECIALIZATION & PROFESSIONAL OBJECTIVES**

I would describe myself as an experienced 3D generalist, but I think I'd benefit the team best in areas of shading, lighting, rendering and corresponding tool development. Coming from a computer science background with a large interest in arts I've extended my skill set during my studies at the Animation Institute of Filmakademie Baden-Wuerttemberg and during production of Animation and VFX movies. Having been a lead Pipeline TD with a specialization in Lighting, my objective is to become a Look Development Technical Director on feature film projects where I could combine my technical experience and skills with a more artistic focus.

## **PROFESSIONAL EXPERIENCE**

### **FRAMESTORE**

11/2009 – present

Lead Pipeline TD on *YOUR HIGHNESS*, working on all aspects of a VFX Pipeline with a focus on Lighting and Rendering. Working very closely with CG and VFX Supervisors and 2D and 3D department leads. Furthermore driving tools centralization and workflow standards across departments and shows - *FRAMESTORE VFX*, London

03/2008 – 11/2009

Co-Lead Pipeline TD on *AVATAR*, mainly working on PRMan based Lighting and Rendering pipeline but also serving development of broader aspects of a VFX Pipeline. Co-leading a team of (at peak) 6 Pipeline TDs. Working very closely with CG and VFX Supervisors and 2D and 3D department leads. - *FRAMESTORE VFX*, London

12/2008 – 03/2009

Pipeline TD on *WHERE THE WILD THINGS ARE*, mainly working on PRMan based lighting and rendering pipeline. Creating and maintaining an end-to-end fully automated scene assembling, rendering, and compositing pipeline that allowed fast turnarounds on scene updates. Additional shot lighting - *FRAMESTORE VFX*, London

12/2007 – 11/2008

Assistant TD during production of *THE TALE OF DESPEREAUX*, mainly working on PRMan based lighting and rendering pipeline. Creating and maintaining productivity tools for lighters such as customized/configurable Maya Outliner replacement, lighting boards, scene management tools. Additional key- and shot lighting - *FRAMESTORE ANIMATION*, London

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## **FREELANCE**

- 07/2007 – 08/2007 Rigging TD for *COMBOTS CHARACTERS*, providing comprehensive biped rigs for a set of six characters from the animation feature “*Lissi und der wilde Kaiser*” – *STUDIO SOI*, Ludwigsburg
- 06/2007 – 07/2007 Provided Shading/Lighting/Rendering & Tools development for *KINSKI REVISITED*, a digital recreation of Klaus Kinski– *DYNAMIC REALTIME RESEARCH PROJECT OF THE ANIMATION INSTITUTE, FILMAKADEMIE BADEN-WUERTTEMBERG*, Ludwigsburg
- 03/2007 – 07/2007 Visiting Lecturer at the *UNIVERSITY OF APPLIED SCIENCES AUGSBURG* giving 4<sup>th</sup> semester design students a diversified insight to *3D ANIMATION IN VISUAL EFFECTS*. Support for master students during game design and 3D animation projects
- 02/2007 – 04/2007 Rigging TD for *COMBOTS CHARACTERS*, providing comprehensive biped rigs for a set of four characters from the batman series - *STUDIO SOI*, Ludwigsburg
- 05/2006 – 06/2007 Shading/Lighting/Rendering TD for *KINSKI REVISITED – DYNAMIC REALTIME RESEARCH PROJECT OF THE ANIMATION INSTITUTE, FILMAKADEMIE BADEN-WUERTTEMBERG*, Ludwigsburg
- 03/2006 – 07/2006 Visiting Lecturer at the *UNIVERSITY OF APPLIED SCIENCES AUGSBURG* giving 4<sup>th</sup> semester design students a diversified insight to *3D ANIMATION IN VISUAL EFFECTS*, Augsburg
- 12/2005 – 01/2006 Shading/Lighting/Rendering TD for *INCREASE YOUR IMPACT AND INFLUENCE (client: ABN Amro Bank) – ARTIFICIAL ACTORS RESEARCH PROJECT OF THE ANIMATION INSTITUTE, FILMAKADEMIE BADEN-WUERTTEMBERG*, Ludwigsburg
- 02/2004 – 03/2005 Shading/Lighting/Rendering TD for 3D visualization of skeletal mechanics for SWR TV documentary *VON NULL AUF 42 - ANIMATION INSTITUTE OF FILMAKADEMIE BADEN-WUERTTEMBERG*, Ludwigsburg
- 09/2000 – 09/2002 3D artist trainee, provided modeling, shading, lighting and pipelining with *Softimage 3D*, *SoftMan* and *PRMan* during production of full CG animated series *JELLY BEAN TOWN – Asset Media International*, Munich

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## EDUCATION

- 10/2003 – 02/2006 *DIPLOM DER FILMAKADEMIE BADEN-WUERTTEMBERG* - Two and a half year postgraduate technical director studies at the *ANIMATION INSTITUTE* of the *FILMAKADEMIE BADEN-WUERTTEMBERG*, Ludwigsburg
- 03/1999 – 09/2003 *DIPLOMINGENEUR DER MEDIENINFORMATIK (FH)* - Graduate engineer in *COMPUTER SCIENCE IN MEDIA* at *STUTTART MEDIA UNIVERSITY*, Stuttgart

## CREDITS, AWARDS & ACHIEVEMENTS

- KINSKI REVISITED* Contribution to Animation Theater at *SIGGRAPH 2007*, San Diego, with *KINSKI REVISITED*. Provided modeling, shading, lighting, rendering and supervision for dynamic displacement tool development and hair rendering – *SHADING, LIGHTING, RENDERING TD, SUPERVISION*
- ABN AMRO BANK* *ANIMAGO 2006*, 2<sup>nd</sup> place in category Documentation/Infotainment with *INCREASE YOUR IMPACT AND INFLUENCE* – *SHADING, LIGHTING, RENDERING TD*
- AFS TOOLSET* *ANIMAGO 2005*, 2<sup>nd</sup> place in category Education/Animation with *POEM FOR MY 42RD BIRTHDAY* – *SHADING, LIGHTING, RENDERING TD*
- AOL JUMP* *PORSCHE NACHWUCHSPREIS 2005*, 3<sup>rd</sup> prize. Provided all aspects of Postproduction like setsupervision, modeling, lighting, shading, compositing – *SHADING, LIGHTING, RENDERING TD*
- DAS WEIHNACHTSESSEN* *ANIMAMUNDI 2005* Sao Paolo (1<sup>st</sup> prize) and Rio de Janeiro (3<sup>rd</sup> prize), Animation Short by Masterclass project at Filmakademie Baden Wuerttemberg – *RIGGING TD*
- INFILTRATORS* *\$1,000,000 MAKE SOMETHING UNREAL CONTEST (EPIC & NVIDIA)*, 3<sup>rd</sup> place in phase 4 with *INFILTRATORS*. Provided lighting and particle effects in Unreal Engine – *LIGHTING TD*

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## CONFERENCES & PRESS

### *KINSKI REVISITED*

05/2007, *STERN Online* – feature about the developing process of digital recreation of Klaus Kinski

<http://www.stern.de/computer-technik/computer/:Computeranimation-Klaus-Kinskis-Auferstehung/588439.html>

07/2007, *LIFT* – feature about the developing process of digital recreation of Klaus Kinski

05/2007 – *fmX 2007* – Talk at the *Virtual Humans Forum* about rendering *KINSKI REVISITED* (further speakers: Christophe Hery, George Borshukov, Steven Stahlberg, Thomas Kang)

### *ARTIFICIAL ACTORS*

05/2006, *fmX 2006* – Conference talk about rendering *INCREASE YOUR INFLUENCE AND IMPACT*

### *ARTIFICIAL ACTORS*

04/2005, *fmX 2005* – Conference talk about rendering *POEM FOR MY 43RD BIRTHDAY*

## TOOLS & KNOWLEDGE

### *3D*

Maya, 3DSMax, Softimage 3D, Mudbox

### *2D*

Nuke, Shake, Combustion, AfterFX, Photoshop

### *CODE*

Python, MEL, RSL, Java, C

### *OPSys*

Linux, Windows, Mac OSX

## PERSONALIA

Birth: December 21<sup>st</sup>, 1973

Citizenship: German

Resident: London, UK

Address: 56 Mercers Road, N19 4PR

Languages: German (native speaker), English (fluent, written and oral), Slovenian (basics)

Besides continually improving and sharing 3D knowledge in forums of community sites like [www.cgtalk.com](http://www.cgtalk.com) and [www.highend3d.com](http://www.highend3d.com) I love things like photography, literature, movies, travel and cooking. Reference letters are available upon request.

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## **REEL // TABLE OF CONTENT**

<i>KINSKI REVISITED</i>	Shading, Lighting, Rendering, supervision of dynamic displacement tool development and hair rendering. MEL automated buffer rendering via Mental Ray. Software used: Maya, Mental Ray, Shake, Mudbox, Joe Alter's Shave & Haircut
<i>CHIP KICK</i>	Modeling, Shading, Lighting, Rendering, on set supervision, additional compositing. Software used: Maya, Mental Ray, Shake, Combustion
<i>EVE</i>	Shading, Lighting, Rendering, on set supervision. Software used: Maya, Mental Ray, Shake
<i>AOL JUMP</i>	Modeling, Shading, Lighting, Rendering, on set supervision, compositing. Software used: Maya, Shake
<i>MY DATE FROM HELL MIRRORCAM SCRIPT</i>	Lighting, Rendering, on set supervision, compositing. Software used: Maya, Shake
<i>BA_LIGHTDOME EXPORTER</i>	MEL Exporter for Holger Schönberger's <i>BA_LightDome</i> tool. Software used: Delphi, Maya