

Matthias Pichler

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Overview

Driven, motivated graduate with expansive knowledge in 3D animation and VFX. Innate passion for learning new concepts, scripting languages, and software, acquiring proficiency in the use of Python and Houdini through self-teaching while studying at PixlVisn. Demonstrated success teaching technical concepts, exemplified by offering instruction to fellow students in shading, scripting, and texturing. Proven ability to write scripts designed to resolve issues, streamline processes, and maximize efficiency. Thorough knowledge across all animation production phases with an expansive knowledge in the use of Maya and Nuke.

Education

3D Animation & VFX, PixlVisn – Media Arts Academy, Cologne, Germany, January 2017

- Composed a Python script facilitating the conversion of shaders following the transition from Mental Ray to using V-Ray.
- Drafted a script to resolve issues with initializing variables resulting from the upgrade to Maya 2016; script has since been applied across all classes in the Academy.
- Represented PixlVisn at GamesCom 2015 and 2016.

Completed Coursework:

Modeling
Texturing
Shading
Photoshop

Rigging
Animation
Editing
Lighting

VFX
Dynamics
Compositing
Praxis Coaching

Technical Proficiencies:

Houdini
Maya
Nuke
Photoshop

Adobe Creative
Cloud
Python
VEX

MEL
Simulation
Scripting
Rigging

Surfacing
Substance Designer &
Painter

Professional Experience

ROLLING PIN Media GmbH, 2011 – 2015

Media Designer (2015) / Apprentice (2011 – 2014)

- Designed content for a magazine published every three weeks.
- Identified and resolved IT-related issues across all company departments.
- Streamlined workflow and optimized efficiency by writing scripts to facilitate the submission of work files.
- Spearheaded the design of a new website, leveraging technical acumen to communicate with programmers and ensure functionality and content aligned with business needs.