







## CONTACT

 [Showreel](#)

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 Bern - Switzerland  
(opent to relocation)

## SOFTWARE

Houdini	<div><div></div></div>
Maya	<div><div></div></div>
Nuke	<div><div></div></div>
Mari	<div><div></div></div>
Speedtree	<div><div></div></div>
Zbrush	<div><div></div></div>
USD / solaris	<div><div></div></div>
Karma	<div><div></div></div>
Arnold	<div><div></div></div>
Vex	<div><div></div></div>
Python	<div><div></div></div>

## SKILLS

Fast Learner  
Problemsolving  
organized  
Teamwork  
Reliable  
Adaptable

## LANGUAGES

**German**  
*Native*

**Englisch**  
*Fluent*

**Italian**  
*Intermediate*

**French**  
*Intermediate*

# FLORIAN FURRER

CG GENERALIST

## SUMMARY

A CG generalist with a broad skillset across the VFX pipeline. From Modelling and texturing to lighting, rendering and compositing. I'm passionate about creating stunning visuals as well as intuitive tools. Being both creative and technical, I can't get enough of exploring Houdini's procedural world.

## EXPERIENCE

### STUDENT AT PIXLVISN

04/2024 - 10/2025

#### Mystical Cave (Demoproject)

- Procedural rocks & buildings
- creating custom hda's to speedup workflow
- lighting / rendering (Solaris / Karma CPU)
- Compositing (using particle systems)

#### Abandoned City (Demoproject)

- Setdressing & scattering
- Procedural modelling of ground and buildings
- Lighting / rendering (Solaris / Karma CPU)
- Compositing (including 2.5D setextension)

#### Dying Dragon (Demoproject)

- Procedural modelling & Texturing
- Creating vegetation using Speedtree
- Dragon animation
- lighting / rendering (Solaris / Karma XPU)
- Compositing (including 2.5D cloud setup)

#### Class Supervisor

- Managing Instructor & Student Attendance
- Maintaining Classroom Environment
- Supporting Struggling Students

### MECHANICAL ENGINEER

08/2018 - 03/2024

- Lead engineer in a international team

## EDUCATION

### PixlVisn Media Arts Accademy

April 2024 - October 2025  
Focustrack: 3D Generalist

### Mechanical Engeneering Degree

August 2018 - Juli 2022