CONTACT

Showreel

+41 78 776 20 80

florian.furrer.vfx@gmail.com

Bern - Switzerland
(opent to relocation)

SOFTWARE

- Houdini
- Maya
- Nuke
- Mari
- Speedtree
- Zbrush
- USD / solaris
- Karma
- Arnold
- Vex
- Python

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)

Abandonned 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