JONA MELVIN **GROBE**

As a 3D artist with a fascination for VFX, lighting, and digital simulations, I have experience working with various 3D programs, including Houdini, Blender, Autodesk Maya, and the Adobe Creative Suite. I can quickly learn new software and enjoy telling stories through the use of several types of visual media.

📍 Passau, Germany

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Portfolio

- Showreel
- Website
- Artstation

Skills

Competitions

Pwnisher: Alternate Realities
nominated Top 100 best renders

INSTANT36: Plant a Tree
nominated top 25 best shortfilms

INSTANT36: All-in
nominated top 25 best shortfilms

DECODED: Fish'in Space
nominated 2nd Place

Languages

German:	Native language
English:	B2

Education

Bachelor of Arts, MultiMediaArt (Computeranimation)
Salzburg University of Applied Sciences
Expected in 2024

- Autodesk Maya (Modeling, Animation, Dynamics, Rendering V-Ray/Arnold)
- Substance Designer/Painter (Realistic/Stylized PBR Materials)
- Unreal Engine 5 (Game Asset Creation, Lighting)
- Davinci Resolve Fusion (Image-to-3D Scene, CG Integration)
- RealityCapture (Course: RealityCapture Fundamentals)

High School Diploma
Technical School Passau, Germany
2020

- Introduction to Programming Language C

Work Experience

Artist (Freelance)
2020 - Present

- 2D/3D Animations and Illustrations
- Compositing
- Video Editing

Internship (TV Station)
Niederbayern TV (previously Tele-Regional-Passau 1)
07 / 2017

- Editorial process and production
- Filming and editing sequences