

Resume - Peter Pflaum - Senior vfx Generalist

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Core Skills

Senior	<i>Lighting/Shading /LookDev with Arnold, Animation, Matchmoving, Photography</i>
Intermediate	<i>on-set VFX Supervision, Rigging, Modeling, Video Editing, Color Grading</i>
Languages	<i>German, English</i>

Soft Skills

- Experienced in working within feature movie/commercial/game pipelines
- Pro-active attitude and adaptable team player
- Problem solver - nothing that can't be solved with workarounds
- Work independently, provide project direction and supervise juniors
- "Glue guy" - keeping the team together and ahead with a positive attitude
- Solid working morale, passion in the face of challenging situations or deadlines

Software

Senior	Intermediate	Fundamentals
<i>Maya</i>	<i>Redshift</i>	<i>3DEqualizer</i>
<i>PfTrack</i>	<i>Mari</i>	<i>Claris</i>
<i>Arnold</i>	<i>Syntheyes</i>	<i>After Effects</i>
<i>Photoshop</i>	<i>FractureFX</i>	<i>Mocha</i>
<i>Premiere</i>	<i>PTGui</i>	<i>Yeti</i>
<i>Lightroom</i>	<i>Substance Painter</i>	<i>Mudbox</i>
	<i>RoyalRender</i>	<i>Realflow</i>

Awards

"Need for Speed"	E3 Playstation Universe Award 2015	<i>Best Racing Game</i>
"Chase like a Boss"	Austrian Computer Graphics Award 2013 New York Advertising Festival 2014	<i>Best Foreign Production</i> <i>Best Digital Ad</i>
"Audi A6 Showroom"	intermedia-globe Grand Award 2012 iF Design Award 2012	<i>Best Animation</i> <i>Digital Media - moving images</i>
"motel36"	filmforumlinz 2009 Ursty 2008 Digital Cinematography IMAX 2008 Bonzai.tv 2008	<i>Official Selection & Commendation</i> <i>Nominated for Best Commercial</i> <i>Screening Selection</i> <i>Screening Selection</i>
"Rado"	filmforumlinz 2009 Ursty 2008 Digital Cinematography IMAX 2008	<i>Official Selection & Commendation</i> <i>Winner - Best Commercial</i> <i>Screening Selection</i>
"Auszeit"	Shorts on Screen 2007	<i>Best Short</i>
"In Erster Linie"	Austria9 Jungfilmnacht 2010 mfg magazine 2007	<i>Broadcasted</i> <i>Imprinted & DVD</i>
"vierminutenruhm"	Instant36 2008	<i>Official Selection</i>

Work Experience

10. – 11.2018 **Oddity Waves - Stuttgart, Germany**
Commercials: Animation, Rigging (Freelance)
- 10.2018 **Velvet Mediendesign - Munich, Germany**
TV Commercials: Matchmoving (Freelance)
- 06.2017 – 09.2018 **Liga01 - Munich, Germany**
TV Commercials: Shading, Lighting, LookDev, Rendering, Arnold, Clarisse, Matchmoving, Project Handling, Proj Lead, PipelineDev
05. – 06.2017 **Fish Blowing Bubbles - Munich, Germany**
Feature movie "Benjamin Blümchen": Redshift, Shading, Lighting, Rendering, LookDev, Texturing, Proj Lead, Project Handling, PipelineDev (Freelance)
- 12.2016 – 01.2017 **nhb.de - Hamburg, Germany**
TV Commercials: Animation, FX, Shading, Lighting, Rendering, LookDev, Matchmoving, Modeling, Texturing, Proj Lead, Project Handling, PipelineDev
01. – 10.2015 **Electronic Arts / Ghost Games - Guildford, UK**
Need for Speed 2016 Game Cinematics: responsible for the entire cinematic pipeline; on-set VFX Supervision, Matchmoving, Animation, Compositing, Rotoscoping, on-set Photography, Texture Creation, Project Handling, PipelineDev (Freelance)
11. – 12.2014 **Swiss.se - Stockholm, Sweden**
TV Commercials: Animation, Modeling (Freelance)
03. – 09.2014 **OPIAC - Bogota, Colombia**
Documentary for the UN/COP20: Director, Cinematographer, Video Editing, Color Grading
02. – 03.2014 **Trixter Inc. - Munich, Germany**
Feature movie "The 7th Dwarf": Smoke & Liquid FX, Rendering, Texturing (Freelance)
- 02.2012 **machenschaft.com - Munich, Germany**
TV Commercials: Matchmoving (Freelance)
- 08.2010 – 09.2013 **RTT & flavor3d - Munich, Germany**
Commercials: Matchmoving, Animation, Rigging, Fluid-FX, Cloth-FX, UVmapping, on-set VFX Assistant, Video Editing
- 05.2010 **freshfx Media GmbH - Salzburg, Austria**
Commercials: Generalist for RedBull (Freelance)
08. – 12.2008 **MeniThings Productions & snootfx entertainment - L.A. - CA, USA**
*Feature movie "Battle for Terra 3D": Stereoscopic Camera
Feature movie "Bunraku": Texturing, UVmapping*
09. – 10.2007 **S+P Simulationstechnik GmbH - Innsbruck, Austria**
Low Poly Modeling, Texturing (Freelance)

Education & Qualification

- 2005 – 2010 **MultiMediaArt at Salzburg University of Applied Sciences - Austria**
*Qualification: Master of Arts (Magister FH)
Majors: 3D-Animation & Film, Game Development
Minor: Photography
Thesis of Diploma: full CG-destruction*
- 2004 – 2005 **Academic Studies of Business Informatics at JKU Linz - Austria**
Informatics & Programming
- 2003 – 2004 **Military Service - Austria**
Private
- 1998 – 2003 **Business College Traun - Austria**
Major: Marketing