

Albert Coen/ Koenov
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+49 (0) 176 458 794 12

<i>Education</i>	<u>ANOMALIA 2015</u> <ul style="list-style-type: none">• Direction in Animation with Anthony Wong (PIXAR)• Clarity in Animation with Rich Quade (PIXAR)• High-End Facial and Emotional Acting with Ben Rush (DREAMWORKS)	Litomyšl, Czech Republic
	UNIVERSITY OF APPLIED SCIENCES 2013 B.A. in Virtual Design <ul style="list-style-type: none">• Publication in Digital Production Magazine (edition 5, 2013) As naturally as possible (Link)	Kaiserslautern, Germany
<i>Experience</i>		
<i>2017-Present</i>	Albert Coen www.albert-coen.com Freelancer <ul style="list-style-type: none">• 3D Artist• 3D Generalist• Character Animator	Kaiserslautern, Germany
<i>2017-March</i>	Mackevision www.mackevision.com Freelancer 3D Artist <ul style="list-style-type: none">• automotive	Munich, Germany
<i>2015-2016</i>	Mackevision www.mackevision.com 3D Artist <ul style="list-style-type: none">• automotive	Munich, Germany
<i>2014-2015</i>	PIXOMATIX COMPANY Game Development Founder 3D Generalist <ul style="list-style-type: none">• concept development/ concept art• modeling, texturing, animation• composing music for different game settings Duck Force Game	Kaiserslautern, Germany
<i>2013-2014</i>	<u>WWW.ACTIL.DE</u> Freelancer 3D Artist <ul style="list-style-type: none">• 3D Product Visualisation• modeling, texturing, shading, lighting, rendering	Kaiserslautern, Germany

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2013-2014 **PIXOMATIX COMPANY | Game Development | Founder** Kaiserslautern, Germany
3D Generalist

- worked with the programmers on various applications for mobile use
- concept development as well as implementation
- character design and also the levels environment design
- composed the melodies for two levels and made the sound design

[Jack in Black | Mobile Game](#)

Summer-2012 **STENZHORN | Fine jewels since 1979** Boppard-on-Rhine, Germany
Freelancer 3D Artist

- product visualization
- preparation of CAD data for an animation
- modeling, texturing, shading, lighting
- multi pass 3D compositing

2011 - 2012 **CLUB COOEE COMPANY | Online Games Development** Kaiserslautern, Germany
Freelancer 3D Artist

- optimization of UVW for the end user
- 3D Modeling
- hair and fur modeling and design
- texturing

www.clubcooee.com

Advanced Skills

- well versed with Maya, 3ds max, Blender and Photoshop
- excellent Z-Brush skills
- good knowledge of rigging and skinning
- shading and texturing [V-ray]
- have a solid understanding of VFX production pipelines and multi-pass rendering methods
- traditional skills
- good knowledge in anatomy and topology
- animation experience

Basics Skills

- Reelflow
- Fume
- Thinking particles
- good understanding of multi-pass 3D compositing

Additional Information

- Fluent in written and spoken German and Russian
- Playing the piano since the age of five
- Interests include piano , photography, art, animation