

**Albert Coen**  
73760 Stuttgart  
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<i>Education</i>	<b>ANOMALIA   2015</b> <ul style="list-style-type: none"><li>• Direction in Animation with Anthony Wong (PIXAR)</li><li>• Clarity in Animation with Rich Quade (PIXAR)</li><li>• High-End Facial and Emotional Acting with Ben Rush (DREAMWORKS)</li></ul> <b>UNIVERSITY OF APPLIED SCIENCES   2013</b> <b><i>Bachelor of Arts (B.A.) in Virtual Design</i></b> <ul style="list-style-type: none"><li>• Publication in <b>Digital Production Magazine (edition 5, 2013)</b> <a href="#">As naturally as possible (Link)</a></li></ul>	Litomyšl, Czech Republic  Kaiserslautern, Germany
<i>2020 - March</i>	<b>Unexpected GmbH   <a href="http://www.unexpected.de">www.unexpected.de</a></b> <b><i>Freelance 3D Artist</i></b> <ul style="list-style-type: none"><li>• 3D Modeling</li><li>• Lighting, shading, rendering</li></ul>	Stuttgart, Germany
<i>2019 – 2020</i>	<b>RECOM FILM GmbH &amp; Co. KG   <a href="http://www.recom-film.de">www.recom-film.de</a></b> <b><i>Freelance Animator</i></b> <ul style="list-style-type: none"><li>• Character animation</li><li>• Technical animation / Camera</li></ul>	Stuttgart, Germany
<i>2018 - 2019</i>	<b>Unexpected GmbH   <a href="http://www.unexpected.de">www.unexpected.de</a></b> <b><i>Freelance 3D Artist</i></b> <ul style="list-style-type: none"><li>• 3D Modeling</li><li>• Animation/ creature/ technical</li><li>• Lighting, shading, rendering</li></ul>	Stuttgart, Germany
<i>2018 - Sep.</i>	<b>Oddity Waves   <a href="http://www.oddity-waves.com">www.oddity-waves.com</a></b> <b><i>Freelance 3D Animator</i></b> <ul style="list-style-type: none"><li>• Technical animation</li><li>• Rigging of the technical parts</li><li>• 3D scene preparation, setup modeling</li></ul>	Stuttgart, Germany
<i>2018 - August</i>	<b>Meyle + Müller GmbH+Co. KG   <a href="http://www.meyle-mueller.de">www.meyle-mueller.de</a></b> <b><i>Freelance 3D Artist</i></b> <ul style="list-style-type: none"><li>• 3D Modeling</li><li>• Lighting, shading, rendering</li></ul>	Pforzheim, Germany
<i>2018 - July</i>	<b>Eder GmbH   <a href="http://www.eder.de">www.eder.de</a></b> <b><i>Freelance 3D Artist</i></b> <ul style="list-style-type: none"><li>• Setup modeling</li><li>• Lighting, shading and rendering</li></ul>	Stuttgart, Germany

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2018 - July      **Oddity Waves | [www.oddity-waves.com](http://www.oddity-waves.com)**      Stuttgart, Germany  
**Freelance 3D Animator**

- Technical animation
- Rigging of the technical parts
- 3D scene preparation, setup modeling

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2018 Apr.- July      **Eder GmbH | [www.eder.de](http://www.eder.de)**      Stuttgart, Germany  
**Freelance 3D Artist**

- Data Preparation of the 3D models
- Lighting and shading
- Rigging of the technical parts

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2017 - 2018      **Pixellab. GmbH | [www.pixellab.de](http://www.pixellab.de)**      Kaiserslautern, Germany  
**Freelance**  
**Character Artist | Character Animator | Rigger | Animatic Artist | Music Producer**

- Development of the animatic with the director
- Development of suitable music for the short film [Music production]
- Character modeling, shading, rigging, skinning
- Entire animation for the whole short film

**Project link:**  
<http://albert-coen.com/portfolio-item/parkinson-therapiehaus/>

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2017 Oct.- Dec.      **Eder GmbH | [www.eder.de](http://www.eder.de)**      Stuttgart, Germany  
**Freelance Rigging TD**

- Development of a rigging strategy for complex technical parts

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2017 July - Sep.      **Eder GmbH | [www.eder.de](http://www.eder.de)**      Stuttgart, Germany  
**Freelance 3D Artist**

- Lighting and Shading
- Scene preparation
- Lighting, shading and rendering

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2017 - March      **Mackevision | [www.mackevision.com](http://www.mackevision.com)**      Munich, Germany  
**Freelance 3D Artist**

- Development of the concepts for a 3D implementation
- Implementation of the concepts in 3D
- Modeling, shading, lighting, rendering

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2015 - 2016	<b>Mackevision   <a href="http://www.mackevision.com">www.mackevision.com</a></b> <b>3D Artist</b> <ul style="list-style-type: none"><li>• Technical animation</li><li>• Scene preparation</li><li>• Lighting, shading and rendering</li></ul>	Munich, Germany
2014 - 2015	<b>PIXOMATIX COMPANY   Game Development   Founder</b> <b>3D Generalist</b> <ul style="list-style-type: none"><li>• Concept development/ concept art</li><li>• Modeling, texturing, animation</li><li>• Composing music for different game settings</li></ul> <a href="#">Duck Force   Game</a>	Kaiserslautern, Germany
2013 - 2014	<b>ACTIL</b> <b>Freelance 3D Artist</b> <ul style="list-style-type: none"><li>• 3D Product Visualisation</li><li>• Modeling, texturing, shading, lighting, rendering</li></ul>	Kaiserslautern, Germany
2013 - 2014	<b>PIXOMATIX COMPANY   Game Development   Founder</b> <b>3D Generalist</b> <ul style="list-style-type: none"><li>• Worked with the programmers on various applications for mobile use</li><li>• Concept development as well as implementation</li><li>• Character design and also the levels environment design</li><li>• Composed the melodies for two levels and made the sound design</li></ul> <a href="#">Jack in Black   Mobile Game</a>	Kaiserslautern, Germany
Summer-2012	<b>STENZHORN   <a href="http://www.sternzhorn.com">www.sternzhorn.com</a></b> <b>Freelance 3D Artist</b> <ul style="list-style-type: none"><li>• Product visualization</li><li>• Preparation of CAD data for an animation</li><li>• Modeling, texturing, shading, lighting</li><li>• Multi pass 3D compositing</li></ul>	Boppard-on-Rhine, Germany
2011 - 2012	<b>CLUB COOEE COMPANY   <a href="http://www.clubcooee.com">www.clubcooee.com</a></b> <b>Freelance 3D Artist</b> <ul style="list-style-type: none"><li>• Optimization of UVs</li><li>• 3D Modeling</li><li>• Texturing</li></ul>	Kaiserslautern, Germany

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- 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
  - very good knowledge in anatomy and topology
  - animation / rigging

- 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