

Albert Coen
73760 Stuttgart
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+49 (0) 172 783 39 02

<i>Education</i>	ANOMALIA 2015 <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) UNIVERSITY OF APPLIED SCIENCES 2013 <i>Bachelor of Arts (B.A.) in Virtual Design</i> <ul style="list-style-type: none">• Publication in Digital Production Magazine (edition 5, 2013) As naturally as possible (Link)	Litomyšl, Czech Republic Kaiserslautern, Germany
<i>2021 – June</i>	RECOM FILM GmbH & Co. KG www.recom-film.de <i>Freelance Animator</i> <ul style="list-style-type: none">• Animation• Rigging of the technical parts	Stuttgart, Germany
<i>2021- May</i>	Staud Studios GmbH www.staudstudios.com <i>Freelance 3D Artist</i> <ul style="list-style-type: none">• 3D Modeling• Lighting, shading, rendering	Stuttgart, Germany
<i>2020 - 2021</i>	Mack Animation GmbH & Co. KG www.mackanimation.com <i>Freelance Character Animator</i> <ul style="list-style-type: none">• Character animation• Technical animation / cam• Animatic	Hannover, Germany
<i>2020 - March</i>	Unexpected GmbH www.unexpected.de <i>Freelance 3D Artist</i> <ul style="list-style-type: none">• 3D Modeling• Lighting, shading, rendering	Stuttgart, Germany
<i>2019 – 2020</i>	RECOM FILM GmbH & Co. KG www.recom-film.de <i>Freelance Animator</i> <ul style="list-style-type: none">• Character animation• Technical animation / Camera	Stuttgart, Germany
<i>2018 - 2019</i>	Unexpected GmbH www.unexpected.de <i>Freelance 3D Artist</i> <ul style="list-style-type: none">• 3D Modeling• Animation/ creature/ technical• Lighting, shading, rendering	Stuttgart, Germany

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2018 - Sep. **Oddity Waves | www.oddity-waves.com** Stuttgart, Germany
Freelance 3D Animator

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

2018 - August **Meyle + Müller GmbH+Co. KG | www.meyle-mueller.de** Pforzheimt, Germany
Freelance 3D Artist

- 3D Modeling
- Lighting, shading, rendering

2018 - July **Eder GmbH | www.eder.de** Stuttgart, Germany
Freelance 3D Artist

- Setup modeling
- Lighting, shading and rendering

2018 - July **Oddity Waves | www.oddity-waves.com** Stuttgart, Germany
Freelance 3D Animator

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

2018 Apr.- July **Eder GmbH | www.eder.de** Stuttgart, Germany
Freelance 3D Artist

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

2017 - 2018 **Pixellab. GmbH | 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 Freelance Rigging TD <ul style="list-style-type: none">• Development of a rigging strategy for complex technical parts	Stuttgart, Germany
2017 July - Sep.	Eder GmbH www.eder.de Freelance 3D Artist <ul style="list-style-type: none">• Lighting and Shading• Scene preparation• Lighting, shading and rendering	Stuttgart, Germany
2017 - March	Mackevision www.mackevision.com Freelance 3D Artist <ul style="list-style-type: none">• Development of the concepts for a 3D implementation• Implementation of the concepts in 3D• Modeling, shading, lighting, rendering	Munich, Germany
2015 - 2016	Mackevision www.mackevision.com 3D Artist <ul style="list-style-type: none">• Technical animation• Scene preparation• Lighting, shading and rendering	Munich, Germany
2014 - 2015	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
2013 - 2014	ACTIL Freelance 3D Artist <ul style="list-style-type: none">• 3D Product Visualisation• Modeling, texturing, shading, lighting, rendering	Kaiserslautern, Germany
2013 - 2014	PIXOMATIX COMPANY Game Development Founder 3D Generalist <ul style="list-style-type: none">• 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	Kaiserslautern, Germany

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Summer-2012

STENZHORN | www.sternzhorn.com

Boppard-on-Rhine, Germany

Freelance 3D Artist

- Product visualization
- Preparation of CAD data for an animation
- Modeling, texturing, shading, lighting
- Multi pass 3D compositing

2011 - 2012

CLUB COOEE COMPANY | www.clubcooe.com

Kaiserslautern, Germany

Freelance 3D Artist

- Optimization of UVs
- 3D Modeling
- Texturing

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- Advanced Skills*
- well versed with Maya, 3ds max, Blender and Adobe software
 - 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