Albert Coen B.A.
mail@albert-coen.com
+49 (0) 172 783 39 02 (Germany)
www.albert-coen.com

Education	**ANOMALIA	2015**	*Litomyšl, Czech Republic*

- · 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**	*Kaiserslautern, Germany*

Bachelor of Arts (B.A.) in Virtual Design

- · Publication in **Digital Production** Magazine (**edition 5, 2013**)
As naturally as possible (Link)

2024 May - Aug.	**Media.Monks |** *www.monks.com*	*Stuttgart, Germany*

Freelance 3D Artist | 3D-Generalist | Animator

- · Animation
- · Creature animation
- · Rigging
- · Unreal Engine

2023 - 2024	**Kia Europe |** www.kia.com	*Frankfurt am Main, Germany*

Freelance 3D Artist | 3D-Generalist | Animator

- · Animation
- · Technical animation | cars | camera
- · Unreal Engine
- · 3D Modeling
- · Lighting, shading, rendering
- · VRED

2022 - December	**Flipbook Studio |** *www.flipbookstudio.co.uk*	*Manchester, United Kingdom*

Freelance Animator | 3D-Generalis

- · Animation
- · Creature animation
- · Rigging
- · 3D Modeling
- · Lighting, shading, rendering

2022 - December	**Nexus Studios |** *www.nexusstudios.com*	*London, United Kingdom*

Freelance Animator

- · Animation
- · Creature animation
- · Unreal Engine

2022 - November	**Rising Sun Pictures |** *www.rsp.com.au*	*Adelaide, Australia*

Animator

- · Animation
- · Creature animation

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2021 - 2022

PIXOMONDO | *www.pixomondo.com*
Stuttgart, Germany

Freelance Animator
· Animation
· Creature animation

2021 - August

Automatik VFX | *www.automatik-vfx.com*
Berlin, Germany

Freelance Animator | 3D-Generalis
· Animation
· Rigging
· Lighting, shading, rendering

2021 - July

FLAVOR3D by 3DEXCITE | *www.flavor3d.com*
Munich, Germany

Freelance 3D Artist
· 3D Modeling
· Lighting, shading, rendering

2021 - June

RECOM FILM GmbH & Co. KG | *www.recom-film.de*
Stuttgart, Germany

Freelance Animator
· Animation
· Rigging of the technical parts

2021 - May

Staud Studios GmbH | *www.staudstudios.com*
Stuttgart, Germany

Freelance 3D Artist
· 3D Modeling
· Lighting, shading, rendering

2020 - 2021

Mack Animation GmbH & Co. KG | *www.mackanimation.com*
Hannover, Germany

Freelance Character Animator
· Character animation
· Technical animation | camera
· Animatic

2020 - March

Unexpected GmbH | *www.unexpected.de*
Stuttgart, Germany

Freelance 3D Artist
· 3D Modeling
· Lighting, shading, rendering

2019 – 2020

RECOM FILM GmbH & Co. KG | *www.recom-film.de*
Stuttgart, Germany

Freelance Animator
· Character animation
· Technical animation | cars | camera

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2018 - 2019　　　**Unexpected GmbH |** *www.unexpected.de*　　　　　　*Stuttgart, Germany*

- · 3D Modeling
- · Lighting, shading, rendering
- · Creature animation
- · Technical animation | cars | camera

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, 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 Animator | Character Artist | 3D-Generalis | Rigger | Music Producer
- · Collaborated with the director on animatic development
- · Composed and produced original music for the short film
- · Modeled, shaded, rigged, and skinned all characters
- · Responsible for the complete animation of the entire short film

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

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2017 Oct.- Dec.	**Eder GmbH |** *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*	*Stuttgart, Germany*

Freelance 3D Artist
- Lighting and Shading
- Scene preparation
- Lighting, shading and rendering

2017 - March	**Mackevision |** *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

2015 - 2016	**Mackevision |** *www.mackevision.com*	*Munich, Germany*

3D Artist
- Technical animation
- Scene preparation
- Lighting, shading and rendering

2014 - 2015	**PIXOMATIX COMPANY	Game Development	Founder**	*Kaiserslautern, Germany*

3D Generalist
- Concept development/ concept art
- Modeling, texturing, animation
- Composing music for different game settings

Project link: *Duck Force | Game*

2013 - 2014	**ACTIL |** *www.actil.de*	*Kaiserslautern, Germany*

 Freelance 3D Artist
- 3D *Product Visualisation*
- Modeling, texturing, shading, lighting, rendering

2013 - 2014	**PIXOMATIX COMPANY	Game Development	Founder**	*Kaiserslautern, Germany*

3D Generalist
- Collaborated with programmers on various mobile applications
- Developed concepts and implemented them into the projects
- Designed characters and created level environments
- Composed melodies for two levels and handled the sound design

Project link: *Jack in Black | Mobile Game*

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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.clubcooee.com*	*Kaiserslautern, Germany*

Freelance 3D Artist
- Optimization of UVs
- 3D Modeling
- Texturing

Advanced Skills
- Proficient in Maya, 3ds Max, Blender, and Adobe software
- Excellent ZBrush skills
- Strong knowledge of rigging and skinning
- Expertise in shading and texturing (V-Ray)
- Solid understanding of VFX production pipelines and multi-pass rendering methods
- Strong traditional art skills
- Extensive knowledge of anatomy and topology
- In-depth experience with animation and rigging (Maya, 3ds Max, Blender)

- Proficient in RealFlow, FumeFX, and Thinking Particles
- Good understanding of multi-pass 3D compositing

Program Knowledge:

Maya, 3ds Max, ZBrush, Vray, Blender, VRED, Marvelous Designer, Tyflow, Fume FX, Krakatoa, Realflow, Rayfire, Thinking Particles, Unreal Engine, Unity 3D Game Engine, Photoshop, After Effects, Illustrator, InDesign, Flash, Premiere, Steinberg Cubase