

## RESUME

Name: Christoph Angehrn  
Date of birth: March 20, 1983  
Marital status: married  
Nationality: CH

## PROFILE

I'm an experienced 3D Artist who has worked on a wide range of projects from commercials and mobile games to product visualizations and explanatory animations. I love working with talented people and I'm on a constant lookout to improve my skills and add new techniques and software to my toolbox. My passion lies in exploring visual storytelling and I'm willing to go the extra mile for the best ideas and results in a project.

## EXPERIENCE

- October 2012 - present      3D Generalist  
Self employed  
3D Generalist, specializing in creation and animation of characters.  
Projects include asset production for mobile games, product visualization, commercials and more.  
  
Software: Cinema 4D, 3D Coat, After Effects, Unity3D, Photoshop, Premiere Pro
- October 2012 - December 2012      Character Animator (temporary)  
Pixcube AG, Berg Switzerland  
Responsible for the creation of character animation from scratch, finishing blocking passes handed over by team members and cleaning up & enhancing mocap animation.  
  
Software: Cinema 4D
- November 2009 - September 2012      3D Animator & Generalist  
Feinheit GMBH, Zurich Switzerland  
Worked on a wide range of projects like explanatory short films, animated characters, asset creation for mobile games and augmented reality apps, logo animations, product visualization and more.  
Necessary skills include Storyboarding, Modeling, Texturing, Rigging, Animation, Rendering, Postproduction and Cut.  
  
Software: Cinema 4D, After Effects, Unity3D, Photoshop, Premiere Pro, Final Cut Pro

- April 2012  
 Character Animator  
 Freelance  
 Character Animator on animated short “Die Lichtung”.  
 Responsible for the creation of believable key frame animation based performances.  
 Software: Softimage XSI
- April 2012  
 Teaching Position 3D Animation Workshop  
 EB Zurich, Zurich Switzerland  
 Preparing and teaching a workshop, introducing students to 3D character animation.  
 Software: Cinema 4D
- January 2007 - August 2009  
 3D Generalist, Mapro AG, Winterthur Switzerland  
 Responsible for still renderings and explanatory animations of medical and other industrial products and machinery. Necessary skills include Storyboarding, Modeling, Texturing, Rigging, Rendering, Postproduction and Cut.  
 Software: Cinema 4D, After Effects, Final Cut Pro, Apple Motion, Soundtrack Pro
- EDUCATION
- 2010-2011  
 Animation Mentor  
 Diploma of Advanced Studies in Character Animation  
 Polishing and Portfolio Mentor: Kenny Roy  
 Advanced Acting Mentor: Jay Davis  
 Introduction to Acting Mentor: Jason Martinsen  
 Advanced Body Mechanics Mentor: Mike Gasaway  
 Psychology of Body Mechanics Mentor: Dana Boadway  
 Basic Foundation Mentor: Ruth Daly
- 2011  
 Ed Hooks  
 Acting for Animators, Masterclass
- 2008 - 2009  
 EB Zurich  
 Diploma Course 3D-Visualization and -Animation
- 2004 - 2006  
 GBMS ZÜRICH  
 Professional Baccalaureate Arts Option

## SKILLS

Maxon Cinema 4D	Proficient
Autodesk Maya	Advanced knowledge of animation tools
Unity 3D	Knowledge of basic scene setup and organisation, lighting, asset import
Pilgway 3D Coat	My main tool for UV layouts
Adobe After Effects	Knowledge of post production, puppet tool, keyframe animation
Adobe Premiere Pro	Basic knowledge of cutting and export
Adobe Photoshop	My texturing tool: knowledge of masks, layers, brushes etc.

## OTHER

2013 - 2014	Written, designed, produced and directed animated short film INVASION! The short has been in production for 15 months during down- and overtime and is currently doing it's festival run. More info on <a href="http://www.blindspotarchives.com">www.blindspotarchives.com</a>
2014	Started work on animated short film Lust for Life.