



THOMAS SCHIENAGEL

FREELANCE 3D ARTIST



ABOUT ME

Hi there!

My name is Thomas, I'm a 3D-Generalist working freelance since 2008.

For many years I have been supporting agencies and customers in the field of product visualization, no matter if it is still renderings, animation or the creation of realtime assets.

In addition to my design background, I also enjoy creating workflows and solving technical challenges.

Currently, I'm focused on expanding my knowledge of 3D engines and scripting languages to grow more into the role of a technical artist.

DOB: 23/08/1983

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EXPERIENCE

3D-ARTIST

TODAY (SINCE 2008) / *Freelancer*

CLIENTS: adidas AG, T3 GmbH, Viaframe, commosso, DEERSTREET, SLICE Studios, AVA-Studios, Synektar, FranzFlorian, die cowboys, hl-Studios, Andicam, LTI-Films, Philipp Messner, Peter Beckstein, Phocus Brand, Arts-of-Sales

SPECIALIST (CREATION-TECHNOLOGIES)

2016 to 2017 / *Employee*

Assist and support 3D content creation process, including material and component assets. Support definition of new requirements for tools and processes in collaboration with Design, Development and Sourcing.

DIPLOMA MEDIADESIGN

2006 to 2012 / *Nuremberg Institute of Technology*

Dipl.-Designer (FH), Focus: Film&Animation, Computer-Generated-Imagery
Thesis: 3D-animated shortfilm "Tea-Time"

AWARDS

TEA-TIME (2013) / *3D-animated shortfilm*

NEXT GENERATION SHORT TIGER 2014 – 67th Festival de Cannes [Screening]
ADC-Nachwuchswettbewerb 2014 – „Silberner Nagel"
Animago 2014 – „Beste Nachwuchs Produktion" [Nomination]
Intervideo Nachwuchspreis – "1st Prize Animation"

DURCHGEBRANNT (2011) / *3D-animated shortfilm*

NEXT GENERATION SHORT TIGER 2012 – 65th Festival de Cannes [Screening]
SAE Alumni Award – "Best Shortfilm"
Intervideo Nachwuchspreis – "1st Prize Animation"
[ki`ta:so] – "Best Shortfilm"
NonStopFilm Festival – "1st Prize (Children)"

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SOFTWARE

	Beginner	Expert
* Maya	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
* Cinema4D	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
3DsMax	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Modo	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Blender	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Z-Brush	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
* Redshift	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
* Arnold	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Octane	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
V-Ray	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
* After Effects	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
* Photoshop	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Substance Suite	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Marmoset	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
UE4	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
* Unity	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
MEL	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
UE4 Blueprints	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
Phyton	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>
C#	<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div></div>

* frequently used

HARD SKILLS

- Strong proficiency in Autodesk Maya
- 9 years | product visualization for offline and realtime assets
- 3 years | media-production for e-learning
- 2 years | post-production (music-videos, commercials)
- Long-term experience in shading/texturing
- Workflow development and documentation
- Knowledge in rigging, lighting, rendering and simulation

SOFT SKILLS

- Broad software knowledge and technical understanding
- Structured and analytical way of working
- Good troubleshooter
- Reliable teamplayer
- Project management experience
- Experience in tutoring
- Curiosity and enjoys learning

LANGUAGES

German, English (B2)