

resume

andreas martini | graduate engineer of architecture

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work experience

milla & partner

freelance 3d designer/conceptualizer
juli 2009

co-designed and developed an exhibition proposal for a major car manufacturer company in stuttgart. provided direct assistance to senior art director in 3d-construction and visualization the proposal.

büro achter april

freelance 3d designer/director
december 2008 - current

worked in all fields of 3d cg including animation & cell drawing.
assisted in directing animation for hugo boss collection & presentation movies.
co-directed multiple motiongraphic & animation movies.

totems

freelance 3d designer
november 2007 - current

designed, visualized and presented a wide range of exhibition, event & architecture projects.
main project in 2008 was designing and visualizing german pavillon for expo zaragoza in spain. modelled, rendered and animated multiple interior & exterior sceneries including administration of major 3d cg backup system.

liganova

freelance 3d designer
juli 2007 - current

created and directed a variety of 3d animations for shop- and retail design presentations for a high range of clients as adidas, hugo boss or nike. co-conceptualized and visualized several display window campaigns, both digitally rendered and illustrated by hand.

realities united

architectural design internship
may 2005 - august 2005

developed and designed an electronic art installation for a major german advertising company. simultaneously designed and visualized a range of several architectural & installation projects. worked closely to ceo's, artists & technicians to create visual concepts.

academical education

university of stuttgart
stuttgart, germany
field of studies: architectural design & urban development

education consisted of architectural history & theory, film history & theory, contemporary art, philosophy, video editing, photography, javascript programming, developing basic graphic design & presentation/oration skills.
advanced studies in 3d-modelling, 3d-texturing, 3d-scene-lighting & -animation.

diploma in architectural design

diploma thesis: designed house for a videogamer
diploma supervision: igma/prof. dr. gerd de bruyne
diploma/study final grade: a+

skills

animation direction
design, storytelling and animation

concept art
environment, architectural and industrial

c4d content creation
technical direction, modelling, animation, rigging and pipeline management

2d animation and compositing
storyboarding and layout

software

3d
maxon cinema4D (very good)
vray for c4d (very good)
luxology modo (basic)
blender (basic)
maxwell renderer (basic)

digital video editing
adobe after effects (very good)
adobe premiere (very good)

adobe creative suit (good - very good)
iwork, microsoft office (good)

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operational systems
mac os x (very good)
windows xp (good)

scripting of creative solutions and tools
xml (good)
css (good)
javascript (basic)
processing (basic)
max/MSP & Jitter (basic)
puredata (basic)
quartz composer (basic)

publications

2009
vidos
dvd
music video compilation published as promotional
dvd by michael fakesch in 2009.

2007
subplay™
magazine
15 editions 2007
published by the artist, 50 p.

2006
5 codes - architectur, paranoia and risk in times of terror
book
published by igmade (ed.) 2006, 299 p, 112 illus., 69 in color, softcover,
isbn: 978-3-7643-7598-0

2005
being gero o. shoet - an egoshooter's manifesto
brochure
published by the artist, 2005, 35 p., 15 illus., 15 in color, softcover

screenings & exhibitions

2009
pennbrick gallerie, santa fe, nm, usa
"design as art - an exhibition of artwork influenced and inspired by design"

2008
trickfilmfestival stuttgart, category: vidos - musicvideo

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