



Qualifications

- Bachelor of Science in Computer Graphics
- 6 years of professional experience in commercial and feature film
- Strong programming skills 15 years+
- Strong knowledge in compositing (Nuke / Flame)
- Good knowledge in 3D and photography
- Nuke and Compositing trainer, Pluralsight author
- Team-oriented

Software / Programming languages

- Python, C++, PHP, Java, XHTML, CSS, JS, MySQL
15 years + of programming experience with multiple programming languages
- Nuke, Flame, Smoke, After Effects
6 years of experience: compositing is my main focus
- Maya, Cinema4D, Modo
5 years of experience: good overall knowledge of 3D and all its disciplines
- Premiere, FinalCut
12 years of experience in editing
- Photoshop, Indesign
8 years of experience with graphics manipulation
- MochaPro
3 years of experience with tracking

Reels: www.leafpictures.de/reel Code Examples: <https://gitlab.com/nukevfx/samples>

Professional experience

01 2017 - present	Nuke TD at PIXOMONDO Toronto, Canada
07 2014 - 11 2016	Compositor/Compositing TD at nhb Hamburg, Germany
09 2014 - 09 2015	Trainer for Nuke Compositing at the University of Applied Sciences Lübeck, Germany
06 2012 - 6 2014	Junior Compositing and Motion Graphic artist at nhb Hamburg, Germany

Study

05 2012	Graduated: Bachelor of Science in Information Technology and Design
02 2011 - 08 2011	Study Abroad at the Auckland University of Technology, New Zealand
09 2008 - 02 2011	Study Information Technology and Design at the University of Applied Sciences Lübeck, Germany

language German (native), English (full working proficiency)

Publications

07 2017	Pluralsight „NUKE Node Enhancement with Python“ (2h Python/Nuke tutorial)
09 2016	Pluralsight „Developing GUI-based Tools for Production in NUKE“ (1.5h Python/Nuke tutorial)
01 2016	Digital Production (06/07 2016) „cragl vfx tools“ (3 pages)
01 2016	Digital Production (01/02, 03/04, 05/06 2016) „Gizmo creating and embedding into Nuke“ (12 pages)
08 2015	Digital Tutors „Developing Python Tools in Nuke“ (2.5h Python/Nuke tutorial)
04 2015	Digital Production (05/06 2015) „PrerenderManager in Nuke“ (7 pages)
06 2014	Digital Production (06/07 2014) „Pythonprogramming in Nuke“ (7 pages)