

Tony Andreas Rudolph

Curriculum Vitae



Personal info



Personalia

Tony Andreas Rudolph

Birth of date: May 14th, 1990

Marital Status: Single

Nationality: German

Contact

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www.imdb.com/name/nm6284060/?ref_=rvi_nm

Personal Interests

Hiking, Photography, Sailing, Diving,
Snowboarding, 2D & 3D Art

Education



Böhlen: 2004-2008

secondary School leaving certificate

Mittelschule Böhlen - qualifizierter Realschulabschluss

Leipzig: 2008 - 2011

vocational baccalaureate

diploma of art (Fachabitur Gestaltung)

Gutenbergschule Leipzig

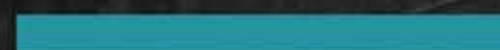
Leipzig: 2011 - 2012

Diploma in Digital Film & VFX

SAE Institute Leipzig

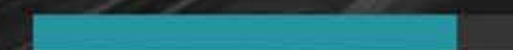
Languages

German



native speaker

English



professional fluent

Skills



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Technical Skills

Advanced knowledge:

- Adobe Photoshop
- Autodesk Maya
- Pixologic zBrush
- Final Cut Pro
- Adobe Premiere

Intermediate knowledge:

- The Foundry Nuke
- Solidangle Arnold
- ChaosGroup V-Ray
- The Foundry Mari
- Adobe Illustrator
- Adobe After Effects
- Coral Painter X

Basic knowledge:

- MAXON Cinema4D
- Pixologic Sculptis
- Adobe InDesign
- Mantra Renderer

Operation systems:

- Apple Mac OSX
- Windows
- Linux

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Work Experience

Industries

- Visual Effects (VFX) - Feature film and TV
 - *Pre- and Post Production*
- Commercials
- Automotive
- Video Games & Board Games
- Book Cover
- Web- & LogoDesign

Project Highlights



Batman V Superman
(2016)



Guardians of the Galaxy
(2015)



Captain America Civil War
(2016)

Others: Captain America - Winter Soldier, Jupiter Ascending, Marvels Avengers 2, The Lake (2017), Monster Trucks (2017)

Work Examples



Work Experience in Detail

**February
2016
to
present**

Senior 3D Environment Generalist

Rise Visual Effects GmbH - Stuttgart

Responsible for creating 3D Environments, assets, set extensions and concept art including lighting, shading and rendering as well as camera projections

Projects:

- Captain America Civil War // Marvel Studios
- Cure for Wellness // Warner Bros

**September
2015
to
January
2016**

Mid-Level Digital Matte Painter / Generalist

ScanlineVFX GmbH - Munich

Painting photoreal Matte Paintings and Concept Art, modelling and texturing of 3D hero assets.

Projects:

- Berlin 01 - Mordkommission // ZDF/Sat1
- The Lake // Warner Bros
- Der geilste Tag // Warner Bros

**November
2014
to
August
2015**

Mid-Level Digital Matte Painter

Moving Pictures Company - Vancouver

Painting photoreal Matte Paintings, assembling complex camera projections and working with photoscans.

Projects:

- Batman V Superman - Dawn of Justice // Paramount
- Goosebumps // Sony Entertainment
- Monster Trucks // Warner Bros

**October
2014
to
November
2014**

Freelance Concept Artist

RealtimeUK - Preston UK

Paintings and modelling 2D and 3D concept art for a mobile game engine presentation for android and iOS devices for the Gamescom 2015

Projects:

- mobile game realtime engine resentation for the Gamescom 2015

**August
2014
to
October
2014**

Freelance DMP / Illustrator

Clients: Atlantis Publishing, Papierverzierer Publishing, Imagine Publishing, Amber Art-works, Movie-Stuff Berlin

Painting book cover illustrations, painting concept art and digital matte paintings for a short film.

*One of the book covers earned an Award for outstanding artistic

**June
2014
to
july
2014**

Digital Matte Painting Dozent

SAE Institute Leipzig

Teaching three classes the prinipals and advanced techniques about art, digital matte painting and digital media. Helping them with tips and tricks to join the games and VFX industry on practical examples. Also explaining workflows of 2D and 3D image generation using different ways on how to reach the goal.

Work Experience in Detail

**February
2014
to
June
2014**

Digital Matte Painter

Framestore - London

Painting and creating 2D Digital Matte Painting as well as 3D based 2D concept art for feature film blockbusters

Projects:

- Guardians of the Galaxy // Marvel Studios
- Jupiter Ascending // Warner Bros

**December
2013
to
January
2014**

Digital Matte Painter

ScanlineVFX GmbH - Munich

First job as a Digital Matte Painter. Providing concept arts, idea pitching and 2D Matte Paintings in one of Germanys leading VFX Studios.

Projects:

- Captain America - Winter Soldier // Marvel Studios
- Divergent // Summit Entertainment
- Big Game
- The Cut

**May
2013
to
November
2013**

Concept Artist Intern

Trixter GmbH - Munich

Painting concept art, project pitching, visual development for around 13 projects for different kind of styles and industries. From Commercial to TV feature, feature film and animation film.

Projects:

- Marvels Avengers 2 // Marvel Studios
- Captain America - Winter Soldier // Marvel Studios
- Wolfblood 2 // BBC
- Commercial concept art for the Qatar National Bank

**February
2013
to
April
2013**

VFX Intern

Lumalenscape GbR - Leipzig

Working as a Generalist, creating Digital Matte Paintings, Concept Arts, Compositions and trackings for a commercial project of a travelling agency

Projects:

- Ab in den Urlaub Spot Commercial

**2011
to
2012**

Freelance Book Cover Illustrator

Clients: Atlantis Publishing, Papierverzierer Publishing, Imagine Publishing, Amber Art-works, Movie-Stuff Berlin

Painting book cover illustrations, painting concept art and digital matte paintings for a short film.

*One of the book covers earned an Award for outstanding artistic

**2005
to
2009**

Web- & Grafikdesigner

Clients: Maxx2Mac & AR-Diving and various private clients/customers

Helping out my dad by creating web designs and graphic design as well as logo designs for his companies and friends companies. Also designing advertisings graphics for prints.

Also helping various private customers by creating and designing their own websites, logos and faroum communitie sites. Managing the design process and analysing their needs to create the perfect fit.

