

# MATHIAS NUßBAUM

3D Generalist

## ABOUT

Early in 2005 I created my first logos and web layouts. In time I migrated over into the world of 3D. After completing my studies as a technical assistant in architecture, I decided to work as a professional 3D Artist and began studying Digital Film Design at Mediadesign Hochschule Berlin. There I formed a passion for modelling, texturing and shading. After my graduation I founded a VFX company called RoyalPenguins together with three colleagues. Over the past four years I mainly worked as a 3D Artist but as well coordinated projects of different sizes for companies of all kinds of industries.

## EDUCATION & WORK

2014 - 2018 Co-Founder & 3D Generalist @ RoyalPenguins GbR  
» 3D Generalist, coordination

2013 (6 mo) Internship @ CGI Studio Berlin  
» all aspects of 3D & rendering with VRED

2013 (2 mo) Internship @ Pixomondo Berlin  
» retopo, UV layout, modeling, texturing

2010 - 2014 Bachelor of Arts at Mediadesign Highschool Berlin  
» Bachelor Thesis about cloth simulation with FX Gear Qualoth

2006 - 2010 Oberstufenzentrum II, Berlin (extended secondary school),  
technical assistant in architecture, technical diploma  
» technical drawing, structural engineering calculation,  
3D visualization

## LATEST IMPORTANT PROJECTS

2017 - 2018 ZDF documentation „History of Violence“ with 10 episodes

- » more than 60 shots of 3D integration or full 3D shots
- » modelled & created different weapons, sets and characters
- » animated mechanical shots and basic human motion

[storyhousepro.com/history-of-violence-docu-series-launches-on-zdfinfo/](http://storyhousepro.com/history-of-violence-docu-series-launches-on-zdfinfo/)

2017 Uber backseats

- » created 5 cg car interior scenes from scratch with all aspects

[kingdomofsomething.com/blog/2017/uber](http://kingdomofsomething.com/blog/2017/uber)

2016 ZDF EM Trailer 2016

- » shading, texturing aspects for crowd and stadion

[filmdeluxe.com/work/video-zdf-vfx-breakdown-\\_1545](http://filmdeluxe.com/work/video-zdf-vfx-breakdown-_1545)

2016 WAGO

- » completed 2 movies, modeling, shading, animation (train & city theme), concept of the campaign

[tmfp.de/allgemein/multimediale-bewegtildkampagne-fuer-wago/](http://tmfp.de/allgemein/multimediale-bewegtildkampagne-fuer-wago/)



## PERSONAL

name Mathias Nußbaum  
birthday July 14th 1989  
nationality german  
language german, english

## CONTACT

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showreel [vimeo.com/267110025](https://vimeo.com/267110025)

## SKILLS & SOFTWARE

modeling, shading, texturing, lighting  
motion graphics, compositing

Maya, Vray, Substance Designer + Painter,  
Photoshop, After Effects, MARI, Nuke