

Resume - Peter Pflaum - Senior vfx Generalist

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Core Skills

Senior *Animation, FX & Simulation, Matchmoving, Lighting/Shading with Arnold*
Intermediate *on-set VFX Supervision, Rigging, Modeling, Video Editing, Photography, Color Grading*
Languages *German, English*

Soft Skills

- Experienced in working within feature movie/commercial/game pipelines
- Pro-active attitude and adaptable team player
- Problem solver - nothing that can't be solved with workarounds
- Work independently, provide project direction and supervise juniors
- "Glue guy" - keeping the team together and ahead with a positive attitude
- Solid working morale, passion in the face of challenging situations or deadlines

Software

Senior	Intermediate	Fundamentals
<i>Maya</i>	<i>Redshift</i>	<i>RoyalRender</i>
<i>PfTrack</i>	<i>Syntheyes</i>	<i>3DEqualizer</i>
<i>Arnold</i>	<i>After Effects</i>	<i>Mari</i>
<i>FractureFX</i>	<i>Realflow</i>	<i>Mocha</i>
<i>Photoshop</i>	<i>PTGui</i>	<i>Yeti</i>
<i>Premiere</i>	<i>Substance Painter</i>	<i>Mudbox</i>
<i>Lightroom</i>		

Education & Qualification

2005 - 2010 **MultiMediaArt at Salzburg University of Applied Sciences - Austria**
Qualification: Master of Arts (Magister FH)
Majors: 3D-Animation & Film, Game Development
Minor: Photography
Thesis of Diploma: full CG-destruction

2004 - 2005 **Academic Studies of Business Informatics at JKU Linz - Austria**
Informatics & Programming

2003 - 2004 **Military Service - Austria**
Private

1998 - 2003 **Business College Traun - Austria**
Major: Marketing

Work Experience

2017 - now	Fish Blowing Bubbles - Munich Germany <i>Feature movie: Redshift, Shading, Lighting, Rendering, LookDev, Matchmoving, Texturing</i>
2016 - 14 mo.	nhb.de - Hamburg - Germany <i>TV Commercials: Animation, FX, Shading, Lighting, Rendering, LookDev, Matchmoving, Modelling, Texturing</i>
2015 - 10 mo.	Electronic Arts / Ghost Games - Guildford, UK <i>Need for Speed 2016 Game Cinematics: responsible for the entire cinematic pipeline; on-set VFX Supervision, Matchmoving, Animation, Compositing, Rotoscoping, on-set Photography, Texture Creation (Freelance)</i>
2014 - 2 mo.	Swiss.se - Stockholm, Sweden <i>TV Commercials: Animation, Modeling (Freelance)</i>
2014 - 7 mo.	OPIAC - Bogota, Colombia <i>Documentary for the UN/COP20: Director, Cinematographer, Video Editing, Color Grading</i>
2014 - 2 mo.	Trixter Inc. - Munich, Germany <i>Feature movie "The 7th Dwarf": Smoke & Liquid FX, Rendering, Texturing (Freelance)</i>
2012 - 1 mo.	machenschaft.com - Munich, Germany <i>TV Commercials: Matchmoving (Freelance)</i>
2010 - 37 mo.	RTT & flavor3d - Munich, Germany <i>Commercials: Matchmoving, Animation, Rigging, Fluid-FX, Cloth-FX, UVmapping, on-set VFX Assistant, Video Editing</i>
2010 - 1 mo.	freshfx Media GmbH - Salzburg, Austria <i>Commercials: Generalist for RedBull (Freelance)</i>
2008 - 5 mo.	MeniThings Productions & snootfx entertainment - L.A. - CA, USA <i>Feature movie "Battle for Terra 3D": Stereoscopic Camera Feature movie "Bunraku": Texturing, UVmapping</i>
2007 - 2 mo.	S+P Simulationstechnik GmbH - Innsbruck, Austria <i>Low Poly Modeling, Texturing (Freelance)</i>

Awards

"Need for Speed"	E3 Playstation Universe Award 2015	<i>Best Racing Game</i>
"Chase like a Boss"	Austrian Computer Graphics Award 2013 New York Advertising Festival 2014	<i>Best Foreign Production Best Digital Ad</i>
"Audi A6 Showroom"	intermedia-globe Grand Award 2012 iF Design Award 2012	<i>Best Animation Digital Media - moving images</i>
"motel36"	filmforumlinz 2009 Ursty 2008 Digital Cinematography IMAX 2008 Bonzai.tv 2008	<i>Official Selection & Commendation Nominated for Best Commercial Screening Selection Screening Selection</i>
"Rado"	filmforumlinz 2009 Ursty 2008 Digital Cinematography IMAX 2008	<i>Official Selection & Commendation Winner - Best Commercial Screening Selection</i>
"Auszeit"	Shorts on Screen 2007	<i>Best Short</i>
"In Erster Linie"	Austria9 Jungfilmnacht 2010 mfg magazine 2007	<i>Broadcasted Imprinted & DVD</i>
"vierminutenruhm"	Instant36 2008	<i>Official Selection</i>