

# Boris Bürgel

3D Modeling & Animation

Odenwaldstr.12, 12161 Berlin

Tel.: (+4930) 63 42 53 80

E-mail: [contact@bb3d.net](mailto:contact@bb3d.net)

## Objective:

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Working as a freelance 3D modeler and animator preferably for film VFX and games.

## Qualification:

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**Skills:** 3D Modeling, Animation, Texturing, Shading, Lighting and Simulation.

**Software:** Softimage XSI, Maya, Blender, Photoshop, 3DCoat, Boujou, Vision Game Engine, Blackmagic Fusion, Edius, Agisoft Photoscan

## Education:

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1989 School leaving examination at Paul-Natorp-Oberschule in Berlin Friedenau

1993 - 1995 Camera education at "Staatliche Fachschule für Optik und Fototechnik"

1998 - 1999 Further training "Multimedia Producer" at Silicon Studio Berlin

## Work Experience (selection):

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1996 - 1998 Second camera-assistent in following film productions:  
- "Berlin-Moskau" (Aurora Television Ottokar Runze / RTL2)  
- "SOKO 5113" (UFA München / ZDF)  
- "Ein tödliches Verhältnis" (Rialto Filmproduktion)  
- "Der Kinderhasser" (CLT-UFA Berlin / RTL)  
- "Der dreckige Tod" (Nostro Film / Sat1)  
- "Dr.Sommerfeld - Neues vom Bülowbogen" (Neue Filmproduktion / ZDF)

Aug. 1999 - Sep. 2004 3D-artist at q-bus GmbH

April 2005 - Sep. 2005 3D modeling and animation on „Die Luftbrücke“ for Chris Creatures Filmeffects

June 2006 - Nov. 2006 3D modeling and texturing on „Magna Aura“ and „Der geheimnisvolle Schatz von Troja“ for Chris Creatures Filmeffects

March - Aug. 2007 3D modeling and texturing on „Das Geheimnis der Schatzinsel“ for Chris Creatures Filmeffects

Nov. 2007 - Feb. 2008 3D modeling, texturing and lighting on „Citymap“ for Trinigy GmbH

Dec. 2008 - Mrch 2009 3D modeling, texturing, animation on „Dragonmaster“ for Rainfire Entertainment

April 2009 - May 2009 3D modeling, texturing, animation on „Mensch ärgere Dich nicht“ for Rainfire Entertainment

Nov. 2009 - April 2010 3D modeling and texturing on „Laconia“ for Chris Creatures GmbH

May 2010 - July 2010	Compositing on „Geister all inc.“ for Chris Creatures GmbH
Aug. 2010 - Nov. 2010	3D modeling, texturing, animation, lighting, rendering and compositing on „Kung Fu Mama“ for Chris Creatures GmbH
Dec. 2010 - June 2011	3D modeling, texturing, animation, lighting, rendering and compositing on „Bermudadreieck in der Nordsee“ for Chris Creatures GmbH
Sep. 2012 - June 2013	3D-Modeling, Texturing, Animation, Lighting, Rendering and Compositing on „Helden - wenn Dein Land Dich braucht“ for Callisto GmbH
May 2014 – Aug. 2014	3D-Modeling, Texturing, Animation, Lighting, Rendering on „Abenteuer Neuseeland“ for Projektor 23
Dec. 2014 – Jan. 2015	3D-Modeling, Texturing, Animation, Lighting, Rendering on „Ford Valeo“ for Projektor 23
July 2015 – Okt. 2015	3D-Modeling, Texturing, Animation, Lighting, Rendering on „Kielings Wilde Welt“ for Projektor 23
Dec. 2015 – Feb. 2016	3D-Modeling, Texturing, Animation, Lighting, Rendering on „Kudamm'56“ and „Allein gegen die Zeit“ for D-Facto Motion GmbH
June 2016 – Aug. 2016	3D-Modeling, Texturing, Animation on „Innogy VR-Roadshow“ for Framefield GmbH
Jan. 2017 – Aug. 2017	3D-Modeling, Sculpting, Texturing, Rigging, Lighting on „Abenteuer Südsee“ and „Terra X Monster“ for Projektor 23

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