

Boris Bürgel

3D Modeling & Animation

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Objective:

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

Qualification:

Skills: 3D Modeling, Animation, Texturing, Shading, Lighting and Simulation.
Software: Softimage XSI, Maya, Renderman Artist Tools, Photoshop, Boujou, Vision Game Engine, Eyeon Fusion, Edius.

Education:

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):

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
