

# Curriculum Vitae

16/10/2017

Alexander Szabados (17.10.1990)

**Lighting TD – LookDev TD**

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Showreel: <http://youtu.be/eHulmNAIHJU>

My experience covers working on lighting, shading, texturing, rendering, modelling, sculpting, animation, previs, motion capturing, 3D scanning, compositing, layout and handling the most common file-formats, CAD-files, LUTs and workflows.

In my free time I work a lot on improving my skills and being on top of the tech-evolution. Naturally I'm comfortable with tight deadlines and going "the extra mile".

**Experienced in working on Linux, Windows and Mac computers.**

## Work experience:

**TRIXTER** – Berlin, Germany  
(<http://www.trixter.com> )  
Lead Lighting TD  
August - CURRENT 2017

**TRIXTER** – Berlin, Germany  
(<http://www.trixter.com> )  
LookDev TD – Lighting TD  
March - July 2017

**TRIXTER** – Munich, Germany  
(<http://www.trixter.com> )  
LookDev TD  
January - February 2017

**Image Unit** – Shanghai, China  
(<http://www.image-unit.com> )  
Lighting TD  
November – December 2016

**TRIXTER** – Berlin, Germany  
(<http://www.trixter.com> )  
3D Generalist  
August - September 2016

**Puppetworks** – Budapest, Hungary  
(<http://www.puppetworks.eu> )  
Shading TD - Lighting TD  
April - June 2016

**Image Unit** – Shanghai, China  
(<http://www.image-unit.com> )  
Lighting TD  
January - March 2016

**Movie Brats** – Berlin, Germany  
(<http://www.moviebrats.com> )  
Animation, Shading, Lighting, Rendering  
November - December 2015

**Image Unit** – Shanghai, China - Berlin, Germany  
(<http://www.image-unit.com> )  
Modelling, Texturing, Shading, Lighting, Rendering  
March - October 2015

**Storz & Escherich** – Berlin, Germany  
(<http://www.storzescherich.de>)  
Modelling, Texturing, Shading, Lighting, Rendering, Animation, Layout  
February 2015

**Josefine Günschel** – Berlin, Germany  
Artproject - Sculpting, Modelling  
January 2015

**Plannex** – Berlin, Germany  
(<http://www.plannex.de> )  
Environment Design(CAD based)/Modelling/Texturing  
December 2014

**MOTO GmbH** – Berlin, Germany  
(<http://www.motoscope.de> )  
Modelling/Shading/Lighting/Rendering  
October 2014 – December 2014

**Aufwind Film** – Munich, Germany  
(<http://www.aufwind-film.de>)  
Motion Graphics, Sound Design  
October 2014

**Plannex** – Berlin, Germany  
(<http://www.plannex.de> )  
Modelling/Texturing  
September 2014 – October 2014

**RISE | Visual Effects Studios** – Berlin, Germany  
(<http://www.risefx.com> )  
Bachelor Thesis

*Markerless Motion Capturing in a professional VFX pipeline*  
May 2014 – August 2014

**RISE | Visual Effects Studios** – Berlin, Germany  
(<http://www.risefx.com> )  
*Light/Shading/Rendering (Internship)*  
March 2014 – May 2014

**RISE | Visual Effects Studios** – Berlin, Germany  
(<http://www.risefx.com> )  
*3D Generalist (Internship)*  
September 2013 – March 2014

**ARRI Film & TV** – Berlin, Germany  
(<http://www.arri.com>)  
*Digital Compositor & 3D Generalist (Internship)*  
March 2013 – August 2013

## Projects:

Spiderman Homecoming, Jim Knopf & Lukas der Lokomotivführer,  
Captain America – The Winter Solider, Final Fantasy – Kingsglaive,  
A Hologram for the King, Pioneer, Run Boy Run, The Man From U.N.C.L.E

## Awards:

- Pioneer / Nominated for best VFX / International Norwegian Filmfestival Haugesund  
<http://www.filmfestivalen.no/incoming/article1173794.ece?language=english>

## Language skills:

My native language is German.  
Good fluency in English, both spoken and written.

## Education:

10.2010 – 08.2014            **Media Technology**  
(major: Media Design/Bachelor of Engineering)  
Deggendorf Institute of Technology – <http://www.th-deg.de>

## Software:

### **3D:**

Katana  
3Ds Max  
Maya  
Mari  
iPi Soft  
MotionBuilder  
Houdini  
Zbrush

### **Pointcloud/3D Scanning**

Faro Scene  
Geomagic  
Agisoft - Photoscan

### **Compositing & Design**

Nuke X  
After Effects  
Photoshop  
Mocha  
Adobe Premiere  
PTGui

### **Rendering**

Arnold  
V-Ray  
Mantra  
Mental Ray

### **Software Basics:**

Mudbox  
VRED  
FumeFX  
Syntheyes  
Blender  
Boujou  
Realflow  
Avid Media Composer  
Topogun  
Krakatoa  
Rayfire