



THOMAS HELLMUTH

3D GENERALIST

ABOUT

Early in 2006 I moved to the USA for about two years and started studying there. During this time I took several classes at the College of Lake County – Illinois. It was the first time I got experience to work with 3ds Max in Animation and Rendering in which I graduated as a honor student as well as other classes that I took like Photography and Game Design.

Based on the experience in the USA I decided to work as a professional 3D Artist and began studying Digital Film Design at Mediadesign Hochschule Berlin – Germany.

After my graduation I co-founded a VFX company called RoyalPenguins together with three colleagues. Over the past years I mainly worked as a 3D Artist in several different companies for all kinds of industries and coordinated projects of different sizes. Besides that I'm responsible for controlling, public relations and stay in contact with clients to keep them happy.

PERSONAL

Name: Thomas Hellmuth

Birthday: May 19th 1986

Nationality: German

Language: German, English

CONTACT

E-Mail: mail@thomas-hellmuth.com

Web: thomas-hellmuth.com

LinkedIn: [linkedin.com/in/thomashellmuth](https://www.linkedin.com/in/thomashellmuth)

Showreel: coming soon

EDUCATION & WORK

- 2014 - 2019 Founder, Managing Partner & 3D Generalist at RoyalPenguins
 - 3D Generalist, project coordination, controlling, publishing
- 2018 3D Artist at D-Facto Motion
 - 3D Generalist
- 2017 3D Artist at morean digital realities
 - 3D Generalist
- 2013 Internship at danpearlman
 - 3D Generalist
- 2010 - 2014 Bachelor of Arts at Mediadesign Hochschule Berlin
 - Bachelor Thesis about creating realistic nature environment
- 2009 Backpacking in central and southamerica
- 2006 - 2008 Student of College of Lake County, Chicago USA
 - 3D Animation and rendering
 - 3D Design
 - 3D Animation and rendering (advanced)
 - Digital Photography
 - 3D Game Design

SKILLS & SOFTWARE

modeling - shading - texturing - lighting

rendering - technical animation

motion graphics - compositing

camera tracking - VFX Supervision

3Ds Max - V-ray - iToo Forest Pack - Maya

Substance Designer + Painter - Photoshop

Illustrator - InDesign - After Effects

Premiere - Nuke - SynthEyes

IMPORTANT PROJECTS

- 2019 Alpha Vision
 - Task: Created more than 40 buildings in a 3D nature environment
 - Skills: Modeling, texturing, shading, lighting, rendering, compositing
- 2018 - 2019 ZDF | D-Facto Motion GmbH
 - Task: Replaced a real car in a shot with a cg car and character
 - Skills: modeling, texturing, shading, lighting, rendering
- 2017 Outside the Club
 - Task: Created for a TV series 3D elements in a Shot
 - Skills: modeling, texturing, shading, lighting, rendering
- 2016 ZDF EM 2016 Trailer
 - Task: Replaced a real football stadium with a cg stadium
 - Skills: modeling, texturing, shading, lighting, rendering