

Michael Herold

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Objective: Seeking a position as Character Animator to strengthen experience within a highly professional work environment.

Background: Animationmentor Graduate with animation experience on two feature films, two short films and additional 3-years experience as a Maya generalist.

Education: 2006 – 2008
Animationmentor.com
Online Course "Advanced Studies in Character Animation"

1997 - 2002
[Bachelor of Media Computer Science](#)
University of Applied Sciences Furtwangen
Thesis: "The Structure of Drama in Computer Games"

Skills:

- Proficient in 3D Character Animation (Maya)
- Basic to advanced knowledge of rigging and skinning
- Adept with camera and staging principles
- Skilled in the principles of editing
- Advanced experience in story writing
- Basic experience with classic animation (2D and Stop Motion)
- Basic to mid-level drawing skills
- Solid experience in photo retouching (Photoshop)
- Advanced knowledge of polygon and NURBS hard surface modeling (Maya)
- Basic experience with soft surface modeling (Maya)
- Intermediate experience in shading and lighting (Maya)
- Intermediate rendering capabilities (Maya Software Renderer and Mental Ray)
- Basic and some advanced concepts of MEL Scripting (Maya)
- Basic concepts of compositing (After Effects)
- Experience with Alienbrain
- Proficient in Windows 2000/XP

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Work Experience:

January 2008 - Now

Freelance Character Animator

Key Projects include:

- Character Animator on an animated short film by Studio Soi (tba)
- Character Animator on the animated feature "*Sir Billi the Vet*" by Glasgow Animation
- Story development, animation and rendering of my short film "*What I want to be*"
- Alumni Tutor at Animationmentor.com

May 2007 - December 2007

Character Animator at Ambient Entertainment

- Responsible for Character Animation within shots and sequences on the animated feature "*Urmel voll in Fahrt*" (international title: "*Impy's Wonderland*")
- Occasionally assisted in Layout Animation

June 2003 - September 2006

Maya Artist at Milano Medien GmbH, Germany

- Created visually intense video presentations for exhibitions
- Created technical visualisations for training and sales videos
- Worked on both solo and collaborative projects
- Responsible for all aspects of production from planning to finish
- Hard surface modeling
- Rigging of technical relationships in vehicles, like drive trains, suspension systems, etc.

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Work Experience (continued):

October 2001 - May 2003

Lead Level Designer at Spirit Projektgesellschaft, Germany

- Responsible for planning and creating level designs in accordance with story and game mechanics
- Develop Storyline and Characters
- Test and revise game mechanics and game elements
- Compose all written and spoken word within the game
- Oversee work of Assistant Level Designers and Quality Assurance