

## 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 and additional 3-years experience as a Maya generalist.
- Education:** 2006 – 2008  
[Animationmentor.com](http://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:

*June 2010 – Now*

#### Character Animator at Studio Soi

- Responsible for Character Animation on an animated short film

*January 2008 - June 2010*

#### Freelance Character Animator

Key Projects include:

- Character Animator on the animated feature "Sir Billi the Vet"
- 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