

+49 (0) 157 / 365 749 53



# Patrick Probst

www.patrickprobst.de



## Lighting/Shading Artist

patrick@patrickprobst.de



### Objective



I'm looking for a freelance or permanent position in the area of CG Lighting and Shading (preferably Feature Animation / VFX but also interested in ArchViz/ProductViz/Commercials).

### Education



**Bachelor of Arts in Digital Media Production**  
MHMK Munich

2009–2012

### Experience



#### Freelancer (Animation/Shading)

Sep 2013 - Sep 2013

*Modus-X, Munich*

- ProductViz with Maya, V-Ray for Maya, Nuke, Photoshop

#### Freelancer (Lighting/Shading/Rendering)

Oct 2012 - Aug 2013

*Softmachine GmbH, Munich*

- Full dome Animation Feature with 3ds max, V-Ray, Fusion, Ozone, Realflow, Houdini, Photoshop
- Lighting and Shading and Rendering Characters, Props, Environments, partly compositing them

#### Freelancer (Generalist/Animation)

Sep 2012 - Sep 2012

*Modus-X, Munich*

- ProductViz/Commerical with 3ds max, V-Ray

#### Intern (Generalist)

Aug 2011 - Dec 2011

*Form 3D, Munich*

- ArchViz with 3ds max, V-Ray, Photoshop

### Skills



- +++ 3ds max
- +++ V-Ray
- +++ Photoshop
- +++ MaxScript
- +++ Fusion (CG Comp)
- ++ InDesign
- ++ Illustrator
- ++ Ozone
- + Maya
- + Nuke
- + Houdini
- + Realflow

- Teamwork
- Planning
- Abstract Problem Solving
- Flexibility
- Reliability
- I can be funny, too!