

2014

WILFRIED KAISER

Work

Baermedia *www.baermedia.com*

Senior Graphic Designer

DECEMBER 2013 – PRESENT. DARMSTADT, GERMANY

Parasol Island *www.parasol-island.com*

Junior Digital Artist, Animation department.

DECEMBER 2011 – OCTOBER 2013. DÜSSELDORF, GERMANY

Parasol Island *www.parasol-island.com*

Internship, Animation department.

MAY 2011 – NOVEMBER 2011. DÜSSELDORF, GERMANY

e-motion-factory *www.e-motion-factory.tv*

Motion Design Internship, Postproduction Department.

2008 – 2009. BREMEN, GERMANY

Leitz *www.leitz.org*

Media Design Internship Semester, Marketing Department.

2007. OBERKOCHEN, GERMANY

Education

Hyper Island *www.hyperisland.se*

Motion Designer and Developer. Long term program.

2010 – 2011. STOCKHOLM, SWEDEN

University of Applied Sciences *www.fhsh.de*

Bachelor of Arts (B.A.) in Media Design. 3.5 years full time.

2006 – 2010. SCHWÄBISCH HALL, GERMANY

Kansas City Art Institute *www.kcai.edu*

Design and Animation Departments. 0.5 year full time.

2008. KANSAS CITY, USA

German Film School *www.filmschool.de*

Traditional and Digital Animation. 15 weeks full time.

2006. BERLIN, GERMANY

Contact

Wilfried Kaiser

+49(0)15165196599

Skype: wilfriedkaiser.de

wilfried.kaiser@hyperisland.se

wilfried@wilfriedkaiser.de

www.wilfriedkaiser.de

Main Tools

Adobe Photoshop

For design, moodboards, styleframes, matte painting, illustration

Adobe Illustrator

For graphic design, typography, illustration

Adobe After Effects

Expert knowledge of design, animation and workflow

Very good knowledge of most plugins and expressions and multipass compositing

Maxon Cinema 4D

Good knowledge of hard-surface modeling, lighting, texturing, animation, rendering with multiple renderers, integration with After Effects, Vue and Real Flow

Adobe Premiere Pro

Very good knowledge of editing

Eyeon Fusion

Good knowledge of design, animation and multipass compositing

e-on Vue

Good knowledge of landscape creation and rendering

Vicon boujou, Pixel Farm PFTrack, Andersson Technologies SynthEyes

Very good knowledge of 3d matchmoving, object tracking

Imagineer Systems Mocha Pro

Very good knowledge of planar tracking, object removal, plate stabilization

Next Limit Technologies Real Flow

Knowledge of large scale and small scale fluid simulation

Autodesk Maya

Basic knowledge of modeling, lighting, rendering and fluid dynamics

Apple OSX, Microsoft Windows

Very good knowledge of operating systems and hardware

DSLR

Very good knowledge of Photography