

2018

**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

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