

CURRICULUM VITAE

PERSONAL INFORMATION

Date and place of birth 16.06.1967 in Wiesbaden
marital status divorced, 2 children (18, 12)

WORK EXPERIENCE

- 2019 – 2020 **Vfx Supervisor - FX**
Red Parrot Studios, Köln
- Supervision and FX for the full-CG 3D feature animation film “Trip to the Moon” – directed by Ali Samadi Ahadi
- 2015 – 2018 **Senior 3D Artist / Art Director**
onlinefussballmanager gmbh/Football Empire Studios UG, Köln
- Conception and product development for mobile-apps
 - Personnel responsibility for graphics and marketing, including management of external service providers
 - Budget responsibility
 - Report to the management
 - UI/UX Design
 - Construction and implementation of the Scrum workflow
- 2011 – 2015 **Senior 3D Artist / FX TD**
nhb studios düsseldorf, Düsseldorf
- Commercials
 - Post-Production
 - Conception
 - Cloth-, Particle-, Liquid- Simulation
 - Rendering
- 2014 – 2015 **3D Lead / Supervision**
nhb studios düsseldorf, Düsseldorf
- 3D Pipeline for a complete two-minute episode of the full-CG 3D feature animation film “Savva. Heart of the Warrior” (Glukoza Production)
 - vfx
 - Lighting
 - Shading
 - Rendering
- 2011 **Senior 3D Artist**
PICTORION das werk, Frankfurt
- Commercials
 - Post-Production
 - Conception
09. – 11.2011 **Lead cloth Artist / TD**
ambient entertainment, Hannover



RALF HIETEL

3d artist/fx td

Nietzschestr. 8
50931 Köln
+49 173 9547937
www.framestorm.com
raffaello@framestorm.com

- “Das Geheimnis von Schloss Balthasar” – produced for the 4D Magic Cinema of the theme park Europa-Park
- Cloth simulation

1999 – today

Freelance 3D Artist / Animator / Lecturer

Ralf Hietel, www.framestorm.com, Köln

- Concept and realization of 3D-graphic-productions in the fields feature-film, TV, commercials, visualization, motion graphics, interactive and games. More than 5 years of experience in professional Feature Film productions.
- Amongst others 3D-Animation Feature “Animals United” in Stereo 3D (ambient entertainment)
- And the 3D-Animation Feature “Lissi and the wild Emperor” by Bully (CA Scanline/HerbX)
- see Project list
- Lecturer for 3D Visualization and Animation at the RFH Köln und macromedia – university of applied sciences

1998-1999

3D Graphic Artist

AV/TV-Concept, Langenfeld

09.-11.2011

System administrator

Basys, Frechen

- Administrator for Netcologne and Gerling

SCHOOL, EDUCATION

1992 – 1997

Study of Communication Design

main emphasis: Video, Computer-Animation, Illustration

Georg-Simon-Ohm Fachhochschule, Nürnberg

Academic Degree: Diploma Graphic Designer

1991 - 1992

Art- and Drawing-School Prof. Seeger in Munich

1990 - 1991

Study of mathematics at the Ludwig-Maximilians-University Munich

1989 - 1990

Civil Service: individual care of profoundly disabled (20 months)

1988

Josef-Hofmiller-Gymnasium Freising

Graduation: Abitur

PUBLICATIONS

2003

PC Games Hardware – writer for several articles and workshops for the special edition “3D Grafik”

2001

DATA BECKER – Author of the Book “3ds max 4 Professional Studio”

OTHER SKILLS

SOFTWARE

Maya (Renderer: V-Ray, Arnold), Houdini, 3dsmax, Cinema 4D, Mudbox, Motionbuilder, ZBrush, Realflow, After Effects, Nuke, Photoshop, Illustrator. Excellent scripting abilities in Maya MELscript and Python, good skills in MAXscript, Actionscript, Javascript and Html. Good Knowledge of Substance Painter, Unreal Engine and Unity 3D.

SPECIALIZATION

Visual Effects for Feature Film and High-End-Commercial, Character and Hard Surface-Modeling, Character-Setup, Character-Animation, Shading/Lighting/Rendering - from stylized to completely photorealistic, VFX-Particle and Volume effects, Cloth- and Fluid simulation

TECHNICAL SKILLS

Ability to produce high quality visual effects and 3D-models suitable for rigging and animation - "Modeling for Animation", experienced in integration of new methods and technologies in production structures and pipelines, writing Scripts and Tools for efficiency

ORGANISATIONAL SKILLS

Vfx Supervision
Agile Project Management

LANGUAGE SKILLS

English – very good in word and writing
French – basic knowledge

Köln, 11 February 2021

Ralf Hietel



PROJECT LIST

Feature Film:

- 3D-Animation Film "Trip to the Moon" (RedParrot Studios)
- 3D-Animation Film "Latte Igel und der magische Wasserstein" (daywalker studios)
- 3D- Animation Film "Savva. Heart of the Warrior" (Glukoza)
- 3D- Animation Film "Animals United" in Stereo 3D (Ambient Entertainment)
- 3D- Animation Film "Lissi and the wild Emperor" by Bully (CA Scanline/HerbX)
- Cartoon Film "Kommando Störtebeker" (Animationsfabrik/TFC Trickcompany)

Short Film:

- "POST!" Short-Cartoon Film on 35 MM (13 Min.) (Trickstudio Lutterbeck)
- "M. A. K. S. III" - 3D Short Film for the Autostadt Wolfsburg (Daywalker Studios)

TV-Productions:

- 3D animated TV Series "Jonalu" (Daywalker Studios/Scopas Media)
- 3D Short Cartoons "TIKIS BAND" (Daywalker Studios/Hahn Film/WDR)
- 3D animated Sitcom "Dragons Rock" (Tevox/TV Loonland)
- Cartoon-Serie „Karlsson von Dach" (TFC Trickcompany)
- 3D animated Spots for Junior TV (TFC Trickcompany)

Commercials:

- "HDD Revolution Technologies - Advanced Format" - Buddy "Tamara" (Toshiba Europe)
- 3D animations and photorealistic 3D models for several TV- and cinema-Commercials
- 3D- animated commercials for KIK (Wilson Digital FX)
- "Das Moorhuhn" - 3D Character for a series of commercials (Charamel)

Motion Graphics:

- ITU Plenipotentiary Conference 2010 (Guadalajara Mexico)
- "BID CII 2010 Annual Meeting, board of governors" (Cancun Mexico)
- 3D-Set Extension und Motiongraphics für die MTV-Game-Awards 2008 (Grosse8/Lichtfront)
- Trade fair installation "The Efficient City" - Viessmann at the ISH '09 (Grosse8/Viessmann)

Games:

- 3D-Ego Shooter "Gunship Apocalypse" (Peppergames)
- 3D- soccer cups for "Teammanager Fußball" (NH-Systems)
- Playstation game "Siedler von Catan" (Ravensburger)
- Playstation game "Inspector Gadget" UBI SOFT)

Interactive, Realtime 3D, Mobile:

- Visualisation und Animations in Unreal Engine for ABB Smarthome Experience
- 3D Character Animations for the Sascha Grammel- mobile App "my Josie"
- "FahrSchule" - interactive 3D Movie for the Autostadt Wolfsburg (Daywalker Studios)
- DVD- intros, cut scenes und menus (I-On New Media, Think Global Media)
- Mobile phone "Emoty" - animations as 3D real time application (Plan-b Media/Siemens)
- Interactive Multimedia CD-Rom "Geschichte des Waschens" (Henkel)

Visualization:

- 3D realization of golf courses for bulletin boards (BK Golfanlagendesign)
- Visualization for Print and Web (mab-media)
- 3D Animations/Visualization of a Multiplex Cinema (Cinestar)