

# MARIUS WITTIG

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## Software Knowledge

Maya | Cinema4D | MARI | Zbrush | Arnold | Substance Painter |  
Photoshop | Nuke | 3DsMax | Vray | Mudbox | Substance Designer |

## Artistic and technical skills

- creating photoreal / stylized assets and characters with industry standard software
- huge interest in creating believable characters/creatures
- specialized in: modeling, digital sculpting, texture painting, shading
- knowledge in: lighting and look development | multipass compositing in Nuke | rendering
- great abilities to handle stressful situations and tight deadlines
- good eye for proportions and look, knowledge in anatomy
- strong troubleshoot and problem solving skills

## Education

### Freelancer

AUG 2019 -

3D Freelancer

### PIXOMONDO Studios

NOV 2018-AUG 2019, Frankfurt, GER

3D Artist

### PIXOMONDO Studios

MAY 2018 - NOV 2018, Frankfurt, GER

3D Trainee

### PIXL VISN Media Arts Academy / Diploma in Digital Arts

OCT 2016 - FEB 2018, Cologne, GER

intensive 15 month diploma program designed to teach every aspect of the industry | trained by professionals

### AKG Thermotechnik International / Techn. Product Designer

AUG 2012 - SEP 2016, Hofgeismar, GER

training and one year working as a technical product designer

### High School Graduation / Abitur

JUN 2003 - JUN 2012, Fritzlar, GER