

MICHAEL HONSEL

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OBJECTIVE

An entry-level **Technical Direction** position in a company where creativity, enthusiasm and intelligent problem solutions are needed.

SUMMARY

Technical Director with a Generalist background experienced through making several short films and developing diverse tools. These projects benefitted greatly from extensive knowledge of the entire CG pipeline and acute analytical thinking and problem-solving skills.

Furthermore the ability to work cohesively and proficiently within a team of people under severe time pressure required efficient time management and good communication skills.

SKILLS and ACCOMPLISHMENTS

- Implementation of a collision deformer plug-in for Autodesk Maya that deforms the geometries based on their contact and provides extensive creative control.
- Technical Direction for the music video "Masterplan". Through careful production scripting, it became possible to meet the tight production schedules.
- Technical Direction and Production Management for the short film "MTSAT". Pipeline planning and scripting cut down the production time considerably. Occurring problems were solved or a workaround developed.

ADDITIONAL SKILLS

- Languages: German, English, French; C++/Maya API, MEL, Python, RSL, HTML, CSS
- 3D Applications: Maya, XSI, 3DS Max, Prman, ZBrush, Bodypaint
- 2D Applications: Photoshop, After Effects, Shake, Final Cut

EXPERIENCE

- Volunteering: Student Volunteer at ACM Siggraph (2007)
- International Experience: Volunteer Assistant in a kindergarten in North London (civil service, 2004 - 2005)

EDUCATION

- Certified University Diploma "Digital Artist" (expected 2008):
The German Film School for digital production, Germany
- Abitur / high school diploma: Freie Waldorfschule Würzburg, Germany (2004)
Grade 1.2 (equivalent to GPA 3.8)

PUBLICATIONS and SCREENINGS

- One hour talk and presentation of "MTSAT" and "Masterplan" at the international conference fmx (2008)
- Screening of "Masterplan" at the International Trickfilm Festival Stuttgart (2008)
- One hour workshop at the international conference fmx - "Making of MTSAT" (2007)

PERSONAL INTERESTS

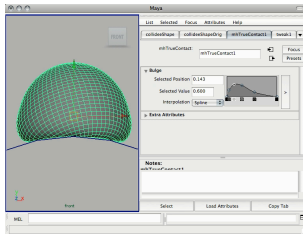
Piano Playing, Rock climbing, Painting, Cycling, Motorcycling.

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DEMO REEL BREAKDOWN

1 "MHTRUECONTACT"



December 2007

Development of an Autodesk Maya plugin deformer. Collision based, works with NURBs or polygonal Meshes as collider.

Inspired by the Pixar Technical Memo "Acting with Contact in Ratatouille – Cartoon Collision and Response".

Autodesk Maya, Apple Xcode, Microsoft VisualStudio Express

2 VISUALIZATION "SUN"



December 2007

Development of several MEL scripts
Fluid setup
Particle setup
Shading
Rendering
Compositing

Autodesk Maya, Adobe After Effects

3 SHORT FILM "MTSAT"



Group project, March 2007

Technical Direction and Project Management
Pipeline Scripting
Modeling, rigging and texturing of the jets and pilots
Shading of the jets and pilots with Slim / RenderMan
Additional fluid shading
Lighting
Rendering with Prman
Compositing

Autodesk Maya, Softimage XSI, Luxology ZBrush, Adobe Photoshop, Adobe After Effects, Pixar RenderMan Artist Tools, Pixar RenderMan ProServer