

Matthias Lappe

Character Animator

Cheruskerring 76, 48147 Münster, Germany

www.matthiaslappe.com

matthias.lappe@gmail.com

+49 173 488 27 13

Objective

I am highly passionate about animation, film and photography. I take a lot of pride in my job and set extremely high standards to myself to accomplish high quality work. I love to work in an environment where I get the opportunity to grow as an artist.

3D Experience

09/19 – present	Remote Character Animator at Red Parrot Studio <ul style="list-style-type: none">• Animator on a feature film “Trip to the moon”
11/19 – present	Remote Character Animator at Superseed Studio <ul style="list-style-type: none">• Cinematic Animator on “Abe: Oddworld: Soulstorm”
04/19 – 01/20	Remote Character Animator at Studio Rakete <ul style="list-style-type: none">• Animator on a feature film “Oops! 2”
02/19 – 03/19	Remote Character Animator at Dreamwall <ul style="list-style-type: none">• Animator on a short film
04/18 – 10/18	Remote Character Animator at Studio Rakete <ul style="list-style-type: none">• Animator on a feature film “Bayala”
12/17 – 03/18	Remote Character Animator at Chimney Group <ul style="list-style-type: none">• Animator on the feature film “Pettersson und Findus 3”
07/17 – 10/17	Remote Character Animator at SuperSpline Studios <ul style="list-style-type: none">• Animator on the game “SpellSouls”
05/17 – 07/17	Remote Character Animator at Studio 100 <ul style="list-style-type: none">• Animator on the feature film “Maya the Bee 2”
10/16 – 12/16	Remote Character Animator at MIMIC Productions <ul style="list-style-type: none">• Facial Animator
03/16 – 07/16	Remote Character Animator at ATTRAKTION! <ul style="list-style-type: none">• Animator on a short film
10/15 – 03/16	Remote Character Animator at Studio Soi <ul style="list-style-type: none">• Animator on the project “Trudes Tier”
05/15 – 10/15	Remote Character Animator at MotionWorks <ul style="list-style-type: none">• Animator on the feature film project “Mullewapp 2”
03/15 – 05/15	Remote Character Animator at Studio Soi <ul style="list-style-type: none">• Animator on the project “Trudes Tier”
01/15 – 03/15	Remote Character Animator at Little Zoo Studio <ul style="list-style-type: none">• Animator on the feature film project “Rock Dog”
02/14 – 12/14	Director and Character Animator at Studio Soi <ul style="list-style-type: none">• Directing, storyboarding and animating on the TV Pilot “Törtel” for the TV Show “Siebenstein”, Broadcaster ZDF
08/13 – 12/13	Character Animator at Studio Soi <ul style="list-style-type: none">• Animator on the Project “Trudes Tier” for the German TV Show “Sendung mit der Maus”, Broadcaster WDR
06/12 – 07/13	Character Animator at One Animation Studio (Singapore) <ul style="list-style-type: none">• Animator on the Oddbods Project

Teaching

- 04/15 – 02/18 **b.i.b. Internation College**
• Teaching principles of animation and 3D Modeling
- 03/14 – present **Lucerne University of Applied Sciences Art and Design**
• Teaching principles of animation. Guiding students during there assignments.
- 09/12 – 12/12 **Alumni Mentor at Animation Mentor**
• Holding a Q&A Session for once a week to help students with feedback and showing tips and tricks about different animation topics.

Education

- 09/10 – 03/12 **Animation Mentor - Advanced Studies in Character Animation**
• Mentors: Tim Crawford (Pixar Animation Studios / Pixar Canada)
 Anthea Kerou (Luma Pictures)
 Dimos Vrysellas (Reel FX)
 Dana Boadway (Freelancer)
 Michelle Meeker (Teaching at the Art Institute of California)
 Sean Sexton (DreamWorks Animation)
- 09/07 – 08/10 **University of Applied Sciences Ostwestfalen-Lippe**
• Program: Media Production, Degree: Bachelor of Arts
 Thesis: "Alive" - A 3D 2 minute Short film Screened at followings Festivals
 - Filmfestival Münster 2011
 - 22. Bielefelder Film- und Videowettbewerb 2011
 - 34. Internationale Grenzland-Filmtage
 - 6. Internationale Mediafestival Villingen Schwenningen

Skills

- Language German (native), English (fluent)
- Software Autodesk Maya (animation and modeling)
 Autodesk 3ds Max (animation, modeling, texturing, rendering)
 Autodesk Softimage (animation)
 Adobe Suite (solid knowledge of Photoshop and After Effects)
- Computer Proficient in PC and Mac