

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

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|-----------------|---|
| 05/17 – current | Remote Character Animator at Studio 100 <ul style="list-style-type: none">• Animator on the feature film project |
| 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 |
| 03/11 – 06/12 | CG Artist at Vogelsänger Gruppe <ul style="list-style-type: none">• Responsible for modeling 3D objects for high realistic renderings and visualizations |

Teaching

- 04/15 – present **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