

## Curriculum Vitae

### Personal Information

Name: Nico Kahmann  
Date of Birth: 13.03.1986  
Place of Birth: Staaken



### Skills

Maya: excellent skills in modeling, texturing, rendering/lighting (mental ray); good skills in cloth-simulation (nCloth and Syflex), fluids/particles, MEL, character setup, fur, v-ray

Photoshop: excellent skills; textures, montages, graphics, etc.

Fusion: good skills; experience primarily in assembling and color correction of renderlayers

Further Software and Skills: good skills: Vue Infinite/xStream, 3ds Max, Deadline  
basic skills: Toxik, After Effects, ZBrush, Realflow, Massive, boujou, PFTrack  
PC-Setup (assemble hardware, installation)

### Employment/Internships

January 2009 – today Freelancer for studios and clients (excerpt):  
[dyrdee](#), [Fish Blowing Bubbles](#), [UNCLE](#), [r-quadrat](#),  
[q~bus](#), [dondon](#), [SEQUENZ](#), [Gimmick Visual Effects](#), [Yacht Audio](#)

October 2008 – December 2008 [METAphrenie](#)

March 2008 – September 2008 Internship [METAphrenie](#)

April 2007 – March 2008: Grimmsches Operntheater „La Cenerentola“, visualisation of background projection set design in 3D with Maya/ZBrush

### Education

June 2005 - April 2007 SAE Berlin: Film and Animation Diploma

2005 A-Level Gymnasium Treuenbrietzen

## Languages

German: native

English: good

French: basics