

# Michael Grund

## Freelance Houdini FX Artist / TD

### Personal Information

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Name:	Michael Grund	Email:	michael@mcgrund.de
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### Profile

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I am a freelance FX Artist/TD with a 3D Generalist background and more than 10 years working experience in the movie industry. My objective is to create high-end visual effects for film and television.

While my focus lies on the technical aspects of 3D content creation like simulation and scripting, I have also experience in modelling, rigging, animation, shading, lighting, rendering and compositing. My weapon of choice is Houdini but I'm familiar with several other 2D and 3D software packages.

### Career

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02.2022 - 09.2022	Freelance FX-Artist at Illumination Mac Guff, Paris
2021	Sabbatical
03.2020 - 08.2020	Freelance Houdini FX-TD at TRIKTER GmbH, Berlin
10.2019 - 02.2020	Freelance Houdini FX-TD at RISE FX GmbH, Berlin
05.2019 - 09.2019	Freelance Houdini FX-TD at TRIKTER GmbH, Berlin
03.2019 - 05.2019	Freelance Houdini FX-TD at Celluloid Visual Effects GmbH & Co. KG, Berlin
06.2018 - 10.2018	Freelance Houdini FX-TD at MovieBrats Studios GmbH, Berlin
01.2017 - 01.2018	Freelance Houdini FX-TD at TRIKTER Berlin GmbH, Berlin
08.2016 - 11.2016	Freelance Houdini FX-TD at MovieBrats Studios GmbH, Berlin
10.2015 - 04.2016	Freelance Houdini FX-TD at Chimney GmbH & Co. KG, Frankfurt am Main
02.2015 - 04.2015	Freelance Houdini FX-TD at RISE FX GmbH, Berlin
09.2014 - 10.2014	Freelance FX-Artist at CinePostproduction GmbH, Berlin
06.2013 - 06.2014	Employment as CG/FX-Artist at CinePostproduction GmbH, Berlin
09.2012 - 04.2013	Freelance 3D-Artist at Pixomondo Images, Berlin

09.2012	Freelance 3D-Artist at dondon Kähler Pelzer GbR, Berlin
03.2012 - 06.2012 08.2011 - 12.2011	Freelance 3D-Artist at Pixomondo Images, Berlin
11.2010 - 08.2011	Freelance 3D-Artist at Exozet Effects GmbH, Potsdam
09.2010 - 10.2010	Freelance 3D-Artist at Storz & Escherich GbR, Berlin
08.2010 - 09.2010	Freelance 3D-Artist at Fish Blowing Bubbles GmbH, München
04.2010 - 05.2010	Freelance 3D-Artist at dondon Kähler Pelzer GbR, Berlin
03.2010 - 04.2010 11.2009 - 01.2010	Freelance 3D-Artist at RISE FX GmbH, Berlin
04.2009 - 10.2009	Employment as Junior 3D-Artist at RISE FX GmbH, Berlin
01.2009 - 04.2009	Internship as 3D-Artist/Compositing-Artist at RISE FX GmbH, Berlin

## Education

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09.2004 - 02.2008	The German Film School, Elstal, Germany Graduated with German diploma (equiv. to masters) in 3D-animation.
09.2000 - 12.2004	University of Applied Sciences Braunschweig/Wolfenbüttel, Salzgitter, Germany Graduated with German diploma (equiv. to masters) in media design.

## Skills

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### 3D Software

Houdini	■■■■
Maya	■■□□
3ds Max	■■□□
ZBrush	■■□□

### 2D Software

Nuke	■■□□
After Effects	■□□□
Photoshop	■■□□

### Languages

German	■■■■
English	■■■□
Python	■□□□
VEX	■■■□

■□□□ - beginner

■■□□ - intermediate

■■■□ - advanced

■■■■ - expert