

Andreas Feix

3D generalist & digital compositor

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Date of birth: 8th of July, 1988

Place of birth: Middletown, PA (United States)

Nationality: D / US

EDUCATION:

Filmakademie Baden-Württemberg / Institute of Animation, Visual Effects & Postproduction

Diploma in Animation & Visual Effects (graduated Spring 2015)

Ludwigsburg, Germany

WORKING EXPERIENCE:

Unexpected GmbH; Stuttgart, Germany

since May 2008

- May 2008 – September 2009: Visual effects intern (compositing & 3D generalist)
- October 2009- November 2013: Freelance compositor & 3D generalist

Pixomondo; Stuttgart, Germany

September 2012 – September 2013

- Nuke compositor / Trainee

Filmakademie Baden-Württemberg; Ludwigsburg, Germany

October 2009 - September 2015:

- Participation in numerous film & animation projects as well as creating personal work

MirrorMaze GmbH; Stuttgart, Germany

September 2011-December 2011

- Freelance work for *Bela Kiss: Prologue*

Mackevision; Stuttgart, Germany

February 2014 – March 2014

- Freelance / compositing for *Game of Thrones: Season 4*

Rat Pack Entertainment; Ludwigsburg, Germany

October 2014

- Freelance / compositing for *STUNG*

Moving Picture Company; London, United Kingdom

October 2015 – March 2017

- digital compositing for over 2 dozen *commercials & promos*, and *Ghost in the Shell*

Industrial Light & Magic; London, United Kingdom

March 2017 – April 2018

- digital compositing for feature films

SOFTWARE EXPERIENCE:

- The Foundry **Nuke**
- Adobe **After Effects & Photoshop**
- Autodesk **3ds Max** (*generalist; including FumeFX, Phoenix FD, Afterburn & V-Ray*)

- NextLimit **Realflow**
- Autodesk **Mudbox**

INDUSTRY ACCOLADES:

- „Outstanding Visual Effects in a Student Project“ - 14th Annual VES Awards
- „Best Student Project“ - 44th Annie Awards
- „Outstanding Compositing in a Photoreal Commercial“ - 15th Annual VES Awards

SELECTED WORK:

Filmography / Projects (excerpt):

<http://www.imdb.com/name/nm3004532/>

- **Jurassic World: Fallen Kingdom** (ILM London / 2018)
digital compositing
- **Ready Player One** (ILM London / 2017)
 - digital compositing
- **Star Wars: The Last Jedi** (ILM London / 2017)
 - digital compositing
- **Transformers: The Last Knight** (ILM London / 2017)
 - digital compositing
- **Ghost in the Shell** (MPC Design / 2017)
 - digital compositing
- **CITIPATI** (Filmakademie BW / 2015)
 - personal project / direction, visual effects & animation
 - „Outstanding Visual Effects in a Student Project“ - 14th Annual VES Awards
 - „Best Student Project“ - 44th Annie Awards
- **STUNG** (Rat Pack Entertainment / 2015)
 - digital compositing
- **Deep Dance** (Filmakademie BW / 2014)
 - stereoscopic lead
 - (*film nominated for - „Outstanding Visual Effects in a Student Project“ - 13th Annual VES Awards*)
- **Game of Thrones Season 4** (Mackevision / 2014)
 - digital compositing

SELECTED WORK (cont.):

- **Sleepy Hollow (TV)** (Pixomondo / 2013)
 - digital compositing
- **Game of Thrones Season 3** (Pixomondo / 2013)
 - digital compositing
- **Helden / Heroes (RTL)** (Pixomondo / 2013)
 - digital compositing
- **STAR WARS: Threads of Destiny** (fan film; 2014)
 - lead vfx artist & consultant
- **Rush** (Pixomondo / 2013)
 - digital compositing
- **Globosome / FMX Trailer 2012** (Filmakademie BW / 2012 *(trailer)*; 2013 *(film)*)
 - stereoscopic lead & 3D artist
 - *(film nominated for- „Outstanding Visual Effects in a Student Project“ - 11th Annual VES Awards)*
- **Lindwurm / Lindworm** (Filmakademie BW & ITFS Festival / 2012)
 - personal project / festival trailer; direction, visual effects & animation
- **Lichtjahre / Lightyears** (Filmakademie BW / 2011)
 - vfx set supervision, effects TD & compositing
- **Halbe Portionen** (Filmakademie BW / 2010)
 - animation, rendering & compositing

Commercials (excerpt):

- **John Lewis - #BusterTheBoxer** (Moving Picture Company / 2016)
 - digital compositing
 - „Outstanding Compositing in a Photoreal Commercial“ - 15th Annual VES Awards
- **McDonald's „Juliette the Doll“** (Moving Picture Company / 2016)
 - digital compositing
- **Heineken „When you Drink, Never Drive“** (Moving Picture Company / 2016)
 - digital compositing/lead
- **Cushelle „Kenny the Koala“** (Moving Picture Company / 2016)
 - digital compositing

- **Sky Arts Rebrand 2016** (Moving Picture Company / 2016)
 - digital compositing
- **Money Supermarket (2016 campaign, 2 spots)** (Moving Picture Company / 2016)
 - digital compositing
- **Sky Sports „Breadth of Sport“** (Moving Picture Company / 2015)
 - digital compositing
- **Very „The Journey“** (Moving Picture Company / 2015)
 - digital compositing
- **EXPO 2020 „Health for All“ (Izmir)** (Unexpected GmbH / 2013)
 - digital compositing
- **VESTEL commercial series (Turkey)** (Unexpected GmbH / 2009-2012)
 - 11 commercials in total
 - digital compositing, matchmoving & particle fx
- **Batelco „Infinity“** (Unexpected GmbH / 2010)
 - digital compositing, matchmoving, particle fx & environment modelling
- **Alfa Romeo Mito „Space Invaders“** (Unexpected GmbH / 2009)
 - digital compositing, matchmoving & particle fx
- **BiFi „Monster“** (Unexpected GmbH / 2009)
 - digital compositing, matchmoving & particle fx
- **Beeline „Buzz TV“** (Unexpected GmbH / 2008)
 - digital compositing, matchmoving & particle fx
- **Honda „Love“** (Unexpected GmbH / 2008)
 - digital compositing

Full online portfolio available at <http://www.eclipse-fx.net>

// Andreas Feix 02/2018