

## Objective

My goal is to continue to work as a character animator for 3D-animated features and short films. I want to grow as an artist and entertain audiences through believable and emotive characters. I'm equally interested in creating animation for visual effects, games or commercials. I'm a team player, used to working in a professional production pipeline and I love to learn from more experienced artists around me.

## Work Experience

- since 03/09                      Freelance Lecturer at **macromedia University** for Media and Communication Munich  
*teaching courses on Maya and animation history*
- 03/09                              PreViz Animator at **ARRI Film & TV Services GmbH**  
*VFX staircase sequence for feature film "Jerry Cotton"*
- 06/08 – 11/08                      Animator at **Hofmann & Voges Entertainment GmbH**  
*animation of CG-warplanes for vfx feature film "John Rabe"*  
*Software: XSI*
- 11/07 – 04/08                      Character Animator at **Claussen & Wöbke & Putz Filmproduktion**  
*realistic animal creature animation for vfx feature film "Krabat"*  
*Software: XSI*
- since 10/07                      Freelance Lecturer at **Stuttgart Media University (HdM)**  
*teaching 2-3 day workshops about basics of Maya and animation*
- 10/07                              Animator at **CA Scanline Production GmbH**  
*previz and animation for vfx feature film "U-900"*  
*Software: Maya*
- 07/07 – 08/07                      Character Animator at **animoto GmbH**  
*animated clips for "BMW-World" Munich and commercials*  
*Software: XSI*
- 12/05 – 07/07                      Character Animator at **CA Scanline Production GmbH**  
*3D-animated feature "Lissi und der wilde Kaiser"*  
*primarily animation of the main female character "Lissi"*  
*Software: Maya*
- 10/05 – 11/05                      2D/3D-Artist at **Studio Filmbilder**  
*worked on creating realistic skin textures for the animals in the 3D-short "No Room for Gerold"*
- 04/04 – 12/04                      repeatedly worked as 2D/3D-Artist for **Studio achtundachtzig**  
*e.g. parts of 2D-animated feature "Little King Macius"*
- 02/03 – 02/04                      1 year internship at 2D animation studio **Studio achtundachtzig**  
*training & applying traditional animation techniques, 2D-assistant*  
*e.g. animated short "Die Allertollsten" for "Sendung mit der Maus"*

## Education

01/09 – 06/10	<b>Animation Mentor</b> – Advanced Studies in Character Animation <i>mentored by: James Chiang, Dana Boadway, Marek Kochout, George Schermer, Josh Book, Mario Pochat</i>
05/09	Ed Hooks – Acting for Animators Masterclass
Since 2008	Jason Ryan – Online Animation Master Classes and Webinars
03/01 – 12/05	<b>Stuttgart Media University</b> (HdM) program: Audiovisual Media (degree: diploma) <i>diploma thesis about integration of CGI in traditional animation</i>

## Skills

Autodesk Maya	animation: expert knowledge (> 8 years) modeling, rigging, texturing, shading: solid knowledge
Softimage XSI	animation: solid knowledge (> 1 year)
Adobe Photoshop	thorough knowledge
Adobe After Effects	solid knowledge, basic compositing skills
Digicel Flipbook	solid knowledge
2D-Animation Illustration, Design	experience in traditional animation, inbetweening and clean-up design experience within the production of animated shorts and my internship at "Studio achtundachtzig"

## References

available upon request

## Achievements

Diploma from Stuttgart Media University with honors (equivalent of 3.9 GPA)  
Filmschau Baden-Württemberg 2003: "Meeresrausch", 1<sup>st</sup> place (category animated film)  
*rewarded "Förderpreis der baden-württembergischen Filmindustrie" (film industry sponsorship)*  
Animago Award 2003: "Meeresrausch", 3<sup>rd</sup> place (category: animated short, student)

## Personal Interests

drawing & sketching, film history, home cinema, reading fantasy and artbooks, cooking, playing guitar, occasional gaming, sports

## Short Films

**"realTVty"** (2004/05) 9-minute short, mixed live-action and VFX  
*Team: Jörg Baier, Sabina Bihlmaier, Michael Duldner, Michael Ralla, Michael Hipp, Thomas Grummt*

**"Der Hochstapler"** (2004) 7,5-minute 3D-animated short, keyframe animation  
*Team: Christina Thiele, Michael Duldner, Michael Hipp, Thomas Grummt*

**"Meeresrausch"** (2003) 6-minute 3D-animated short, Motion Capturing  
*Team: Michael Duldner, Jörg Baier, Michael Ralla, Michael Hipp, Thomas Grummt*

Short films available at <http://pier111.tv/speicherstadt/thomasgrummt>