THOMAS GRUMMT
Character Animator

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Objective

My goal is to continue working as a character animator for CG 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 professional production pipelines, and I love to learn from artists around me.

Work Experience

since 11/10	Character Animator at **DreamWorks Animation** Glendale **'Kung Fu Panda 2'**, **'Puss in Boots'**, *currently working on* **'The Croods'**
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 feature film* **'John Rabe'** *Software: XSI*
11/07 – 04/08	Character Animator at **Claussen & Wöbke & Putz** Filmproduktion *realistic bird animation for feature film* **'Krabat'** *Software: XSI*
10/07	Animator at **CA Scanline** Production GmbH *previz and animation for 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 and the wild Emperor'** *primarily animation of main character Lissi* *Software: Maya*
10/05 – 11/05	2D/3D-Artist at **Studio Filmbilder** *creating realistic animal skin textures for the short* **'No Room for Gerold'**
04/04 – 12/04	repeatedly worked as 2D/3D-Artist for **Studio achtundachtzig** *e.g. parts of 2D-animatic for animated feature* **'Little King Macius'**
02/03 – 02/04	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'*

Teaching

03/09 – 07/10	Freelance Lecturer at **macromedia University** for Media and Communication Munich *teaching courses on Maya and animation history*
10/07 – 10/10	Freelance Lecturer at **Stuttgart Media University** *teaching 2-3 day workshops about basics of Maya and animation*

Education

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

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	experience in traditional animation, inbetweening and clean-up
Illustration, Design	design experience within the production of animated shorts and my internship at Studio achtundachtzig

References

available upon request

Achievements

Animation Mentor Award – Best Acting Shot, July 2010
Animation Mentor Showcase 2010 – 'Cocktail' Shot
Diploma from Stuttgart Media University with honors
Filmschau Baden-Württemberg 2003: 'Meeresrausch', 1st place (category animated film)
(rewarded 'Förderpreis der baden-württembergischen Filmindustrie' – film industry sponsorship)
Animago Award 2003: 'Meeresrausch', 3rd place (category: animated short, student)

Personal Interests

drawing, film history, playing guitar, home cinema, fantasy and artbooks, cooking, computer games, sports

Short Films

I worked on these shorts as part of my studies at Stuttgart Media University

'realTVty' (2004/05) *9-minute short, mixed live-action and VFX*
'Der Hochstapler' (2004) *7,5-minute 3D-animated short, keyframe animation*
'Meeresrausch' (2003) *6-minute 3D-animated short, Motion Capturing*