

Maximilian–Gordon Vogt

Digital modeler/Sculptor, character Artist

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Summary:

I'm currently working as a freelance character Artist in the entertainment industry. My goal is to grow as an artist in the VFX industry and to push forward in my career, take on more responsibility and work in a team environment that challenges me. I want to learn from my peers and keep expanding my skills in CG and Visual Effects.

Experience:

concept Artist, Framstore London September 2010 - Oktober 2013

- Edge of Tomorrow
- World War Z
- Jupiter Ascending
- other unannounced Projects.

Senior modeler, Framstore London September 2010 - Oktober 2013

- Guardians of the Galaxy (senior modeler)
- Iron Man 3 (senior modeler)
- Gravity (modeler-senior modeler)

Internship at Framstore London July 2010 – August 2010

- Gravity (modeler)

Rapid prototyping miniature work for SodaPop Miniatures.

June 2010

Freelance work for commercials and TV ads, Hamburg, DE.
2007-2009

As a 3D artist and generalist I produced visual content on my own and in team environments. I have worked for different production studios involving 3D Modeling, Texturing, Animation, Rigging, Lighting, Simulation and Compositing. *I learned how understanding the client and being flexible is just as important as the technical skills.*

Education:

Scott Eaton Digital Figure Sculpture Workshop 2013

Scott Eaton Anatomy for the Artist Workshop 2011

Vancouver Film School, Vancouver – BC, Canada. 2009 – 2010

Diploma with honours, 3D Animation & Visual Effects.

SAE, Hamburg Germany. 2005-2007

Diploma, Digital Filmmaking & Animation.

Qualification:

Low and high poly modeling of characters and props. Highres sculpting of characters and creatures. Working with blend shapes and creating face shapes for animation. Rapid concept sculpting in Zbrush. Advanced understanding of human anatomy. Digital and Traditional sculpting and drawing.

Technical skills:

Maya, Zbrush, XSI, Mudox, Photoshop, DigitalFusion, Nuke, Marvelous Designer, nCloth, AfterEffects, Premiere, Windows, Linux, OSX.

Personal Skills:

- Highly motivated, independent, and outgoing individual.
- Effective in group dynamics and interpersonal skills.
- Efficient and reliable under deadlines and pressure.

Achievements -

- Presenter at BlueGfx event, An Evening with the Experts using ZBrush
- Beta Tester for Zbrush
- Presenter at Siggraph 2011 on behalf of Pixologic's Zbrush
- StudentOfTheYear for the Computer Graphics Student Awards 2010.
- Featured in 3D World with the Hunter on The Cover 2010.
- 3rd place for modeling at the Hunter Challenge, Evolve conference 2010
- 3DTotal Excellence Award for Demoreel2010.

- Featured in d´artiste Character Design.
- Featured in 3D Artist with an interview on speed sculpting 2012.

Languages:

Native German speaker, fluent in English.

References available upon request.