

# Matthias Lappe

Character Animator

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## Objective

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I am highly passionate about animation, film and photography. I take a lot of pride in my job and set extremely high standards to myself to accomplish high quality work. I love to work in an environment where I get the opportunity to grow as an artist.

## 3D Experience

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| 04/18 – 10/18 | Remote Character Animator at <b>Stidio Rakete</b> <ul style="list-style-type: none"><li>• Animator on a feature film project</li></ul>  |
| 12/17 – 03/18 | Remote Character Animator at <b>Chimney Group</b> <ul style="list-style-type: none"><li>• Animator on the feature film “Pettersson und Findus 3”</li></ul>  |
| 07/17 – 10/17 | Remote Character Animator at <b>SuperSpline Studios</b> <ul style="list-style-type: none"><li>• Animator on the game “SpellSouls”</li></ul>   |
| 05/17 – 07/17 | Remote Character Animator at <b>Studio 100</b> <ul style="list-style-type: none"><li>• Animator on the feature film “Maya the Bee 2”</li></ul>  |
| 10/16 – 12/16 | Remote Character Animator at <b>MIMIC Productions</b> <ul style="list-style-type: none"><li>• Facial Animator</li></ul>   |
| 03/16 – 07/16 | Remote Character Animator at <b>ATTRAKTION!</b> <ul style="list-style-type: none"><li>• Animator on a short film</li></ul>  |
| 10/15 – 03/16 | Remote Character Animator at <b>Studio Soi</b> <ul style="list-style-type: none"><li>• Animator on the project “Trudes Tier”</li></ul>  |
| 05/15 – 10/15 | Remote Character Animator at <b>MotionWorks</b> <ul style="list-style-type: none"><li>• Animator on the feature film project “Mullewapp 2”</li></ul>  |
| 03/15 – 05/15 | Remote Character Animator at <b>Studio Soi</b> <ul style="list-style-type: none"><li>• Animator on the project “Trudes Tier”</li></ul>  |
| 01/15 – 03/15 | Remote Character Animator at <b>Little Zoo Studio</b> <ul style="list-style-type: none"><li>• Animator on the feature film project “Rock Dog”</li></ul>   |
| 02/14 – 12/14 | Director and Character Animator at <b>Studio Soi</b> <ul style="list-style-type: none"><li>• Directing, storyboarding and animating on the TV Pilot “Törtel” for the TV Show “Siebenstein”, Broadcaster ZDF</li></ul> |
| 08/13 – 12/13 | Character Animator at <b>Studio Soi</b> <ul style="list-style-type: none"><li>• Animator on the Project “Trudes Tier” for the German TV Show “Sendung mit der Maus”, Broadcaster WDR</li></ul>                        |
| 06/12 – 07/13 | Character Animator at <b>One Animation</b> Studio (Singapore) <ul style="list-style-type: none"><li>• Animator on the Oddbods Project</li></ul>   |

## Teaching

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- 04/15 – present      **b.i.b. Internation College**
- Teaching principles of animation and 3D Modeling
- 03/14 – present      **Lucerne University of Applied Sciences Art and Design**
- Teaching principles of animation. Guiding students during there assignments.
- 09/12 – 12/12      **Alumni Mentor at Animation Mentor**
- Holding a Q&A Session for once a week to help students with feedback and showing tips and tricks about different animation topics.

## Education

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- 09/10 – 03/12      **Animation Mentor - Advanced Studies in Character Animation**
- Mentors:    Tim Crawford (Pixar Animation Studios / Pixar Canada)  
                  Anthea Kerou (Luma Pictures)  
                  Dimos Vrysellas (Reel FX)  
                  Dana Boadway (Freelancer)  
                  Michelle Meeker (Teaching at the Art Institute of California)  
                  Sean Sexton (DreamWorks Animation)
- 09/07 – 08/10      **University of Applied Sciences Ostwestfalen-Lippe**
- Program: Media Production, Degree: Bachelor of Arts
  - Thesis: "Alive" - A 3D 2 minute Short film Screened at followings Festivals
    - Filmfestival Münster 2011
    - 22. Bielefelder Film- und Videowettbewerb 2011
    - 34. Internationale Grenzland-Filmtage
    - 6. Internationale Mediafestival Villingen Schwenningen

## Skills

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- Language              German (native), English (fluent)
- Software              Autodesk Maya (animation and modeling)  
Autodesk 3ds Max (animation, modeling, texturing, rendering)  
Autodesk Softimage (animation)  
Adobe Suite (solid knowledge of Photoshop and After Effects)
- Computer              Proficient in PC and Mac